



Precompiling Handlebars.js templates

As you remember, we've included the full version of Handlebars instead of the runtime. However runtime is 5 times smaller than the full one! To use it, however, the templates have to be precompiled and hooked up to a project in a form of JavaScript file.

The compile function takes the template and turns it into a JavaScript function that accepts some data and returns HTML as a result. This compilation occurs at runtime. Precompilation, in turn, occurs only once. Instead of providing those templates, you provide a single JS file with templates already being converted to functions. Precompilation, however, requires some additional steps.

Node.js installation

First of all you will have to install Node.js if it is not present on your developer's machine. Node.js is a platform meant for building large scalable network applications and you can download it at <https://nodejs.org/download/>. Discussing NodeJS is out of the scope of this course, however we are not going to use it anyways. We will need **NPM (Node Package Manager)** to easily install various JavaScript libraries on your PC. So while installing Node.js, make sure to include NPM in your installation.

Next open the console and update NPM:

```
npm install npm -g
```

Next install Handlebars software:

```
npm install -g handlebars
```

Precompile the template using npm

Now create *event.handlebars* file and place template's contents there

```
{{title}}  
<a href='#' class='btn btn-danger'>remove</a>
```

Run the following command:

```
handlebars event.handlebars -f event.js
```

The first argument is the input file. Using the `f` flag you provide the output destination.

Open the generated *event.js* file – this is a basic JavaScript.

Remove the template from the *index.html* and hook up *event.js* instead:

```
<script src="event.js"></script>
```

Also remove Handlebars full version and load runtime instead:

```
<script src="https://cdnjs.cloudflare.com/ajax/libs/handlebars.js/3.0.2/handlebars.runtime.js"></script>
```

The render function requires some changes. Remove the `template` variable completely as we don't need it anymore:

```
var template = Handlebars.compile($('#event-template').html());
```

Now use Handlebars `templates` method followed by `event` (event was the name of our handlebars file so during precompilation the template was inserted inside `event` property):

```
this.$el.html( Handlebars.templates['event'](this.model) );
```

Now reload the page and check that everything is working fine!