

Sindre Sorhus

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1.
3.0.0-beta.2
2.
3.0.0-beta.1
3.
Update dependencies
4.
Update dependencies
5.
Meta tweaks
6.
Tidelift tasks
7.
Add GitHub Sponsors button to the repo
8.
Drop built-in Flow type definitionI don't want to be responsible for maintaining it.Submit it to <https://github.com/flow-typed/flow-typed> if you need it.
9.
Minor refactoring
10.
Remove dim style workaround for Windows (#331)See: <https://github.com/chalk/chalk/pull/330/#issuecomment-471977551>The issue seems to have been fixed in newer Windows 10 builds. We're not interested in adding a conditional for older Windows versions as the fix severely complicates the codebase, and it also creates problems for consumers as it makes the output unpredictable.
11.
Remove the blue color workaround for Windows (#330)The illegible blue color has been fixed in Windows 10 build 16257: <https://blogs.msdn.microsoft.com/commandline/2017/08/02/updating-the-windows-console-colors/>The workaround causes all kinds of problems, so better to remove it than adding conditionals for older Windows versions.Fixes #329
12.
Require Node.js 8
13.
Code style tweaks
14.
Enforce `chalk.constructor` to be called with `new` in TypeScript
15.
Type definition improvements
16.
Update dependencies and meta tweaks
17.
Add security section
18.
Replace RawGit URLFixes #305
19.
Add Tidelift mention in the readme
20.
Validate the `level` optionFixes #248
21.
Require Node.js 6
22.
Tiny travis.yml tweak
23.
Add some badges to the readme
24.
Fix XO linting and update some dev dependenciesFixes #275
- 25.

2.4.1

26.

GitHub now natively supports SVG

27.

2.4.0

28.

Add a related package to the readme

29.

Add Patreon badge

30.

2.3.2

31.

Bump dependenciesCloses #255Fixes #254Fixes #224

32.

Fix linting

33.

Update URL to XO

34.

2.3.1

35.

Force bump dependenciesnpm is buggy, so doing this just to be sure.

Mark Pedrotti

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1.

Add `ansi256` and `bgAnsi256` to TypeScript declarations (#368)

2.

Replace level list with table in readme.md (#367)* Replace level list with table in readme.md* Capitalize table headings and center level numbers

Yanis Benson

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1.

Improve require speed (#358)

2.

Add `chalk.stderr` (#359)

3.

Improve performance greatly (#337)

Khải

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1.

Fix const enum for TypeScript (#364)

Simen Bekkhus

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1.

Export TypeScript types for colors and modifiers (#357)Co-authored-by: Sindre Sorhus

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Qix

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1.

Remove the `.enabled` property in favor of `.level` (#356)

2.

Fix support for bracketed Unicode escapes in template literals (#350)

Ahad Birang

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1.

Fix support for nested styles (#335)

Boris K

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1.

Update docs for `FORCE_COLOR` environment variable (#315)

Marcos Marado

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1.

Remove outdated info in the readme (#351)

Florian Reuschel

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1.

Add missing `false` type to chalk.supportsColor (#347)

ExE Boss

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1.

Fix TypeScript types for `supportsColor` which is top-level only (#342)Co-Authored-By: Dimitri Benin

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1.

Use CommonJS-compatible export in TypeScript definition (#344)

Tom Sherman

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1.

Deprecate `chalk.constructor()` in favor of `new chalk.Instance()` (#322)

Richie Bendall

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1.

Update depended packages count

Jonathan Van Buren

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1.

Change tagged template literal argument type to accept `unknown` instead of just `string` (#316)

Chris Harwood

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1.

Add extra level/enabled property info in the readme (#308)

Timothy Yung

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1.

Strict mode in Flow definition (#309)

Atif Aziz

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1.

Fix ignore chars regex flags in rainbow example (#306)Use global matches rather than stopping after the first match.

Paul Melnikow

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1.

Add type definitions badge (#286)

Jamie

< me@thejameskyle.com >

1.

Improve Flow type definition for CommonJS interop (#268)

Saad Quadri

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1.

Add Flow type definitions (#260)

Josh Junon

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1.

Disable unicorn/no-unsafe-regex for template parser

2.

Revert "Fix linting" This reverts commit 12d1276b36cc026ecea1bdfe1771198b242f7b1d.

Aman Pratap Singh

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1.

Fix usage example in the readme (#251)

Mario Nebl

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1.

Use svg screenshot

Samarth Verma

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1.

Update usage stats in the readme (#242)

Brandon Smith

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1.

Fix spelling error in readme (#232)