Sketch Plugin - NounProject #1

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Intro

Sketch Plugin to use open source database of <u>Thenounproject</u>

Features:

- See all icons from thenounproject
- Search specific tags
- Drag-n-Drop svg icons to Sketch artboards

Achievements and progress

- Setup Sketch.
- Studied about Sketch Plugin Basics.
- Integration of Plugin with Sketch.
- Setup Sketch Development Environment.
 - Enable reload scripts before running.

defaults write ~/Library/Preferences/com.bohemiancoding.sketch3.plist AlwaysReloadScript -bool YES

Next Steps

- Setup Debugging Tools
 - Usual debugging JS practises are still available but require some setup.
 - Inspect Variable Values: > log(variable_name)
 - Setup Console app to view the plugin logs:
 - In the app, set filters -> Process Sketch, Library Sketch
 - As the plugins run in JS context, Safari can be setup to inspect and debug the JS contexts.
 - Enable Automatically Show Web Inspector for JS Contexts
 - Enable Automatically Pause Connecting to JS Contexts

Next Steps

Plugin Code Structure

```
.gitignore
README.md
               // sources
src
  - manifest.json // plugin's manifest
 – my-command.js // source code of the command
node_modules
  skpm // the sketch plugin developer toolchain
my-plugin.sketchplugin // compilation output, the actual plugin
  Contents
    Resources
    Sketch
     – manifest.json
     - my-command.js
package.json
```

Requires extensive knowledge of Objective-C.

Thanks!

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