

Sketch Plugin - NounProject #2

Wasupol

Growth Session X (#10) - December 22 2017

- Sketch Plugin to use open source database of [Thenounproject](#)
- Features:
 - See all icons from thenounproject
 - Search specific tags
 - Drag-n-Drop svg icons to Sketch artboards

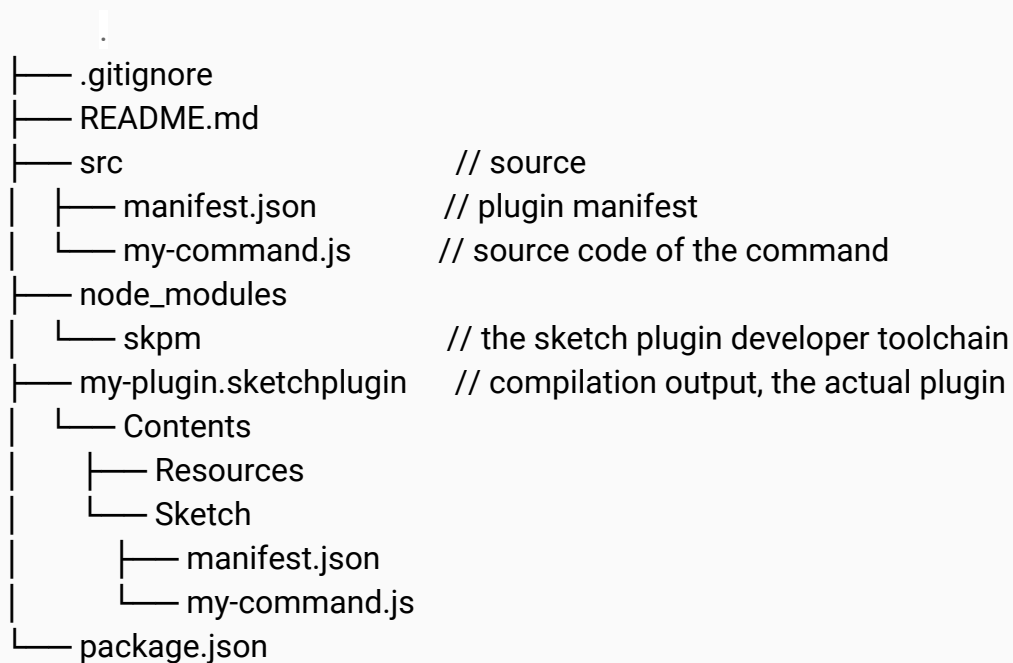
Achievements and progress

- Setup Sketch Development.
- Setup my first Sketch Plugin.
- Implement Sketch plugin with Cocoascript and Javascript.
- Setup Sketch Development Environment.
 - Enable reload scripts before running.

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

- 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**

Better plugin code structure



Problems

- it's unclear how to translate Cocoa to pure JavaScript.\
- Pretty bad documentation for CocoaScript
- <https://github.com/skpm/skpm/issues/88>
<https://github.com/skpm/skpm/issues/22>
- Converted code from Cocoa to JS syntax sometimes crash

Requires extensive
knowledge of
CocoaScript and JS.

Thanks!

Contact Nimbl3

hello@nimbl3.com

399 Sukhumvit Road, Interchange 21
Klongtoey nua, Wattana
Bangkok 10110

20th Floor, Central Tower
28 Queen's Road
Central, Hong Kong

nimbl3.com

