Integrating Closure Compiler in WebStorm for OpenWebGlobe Development

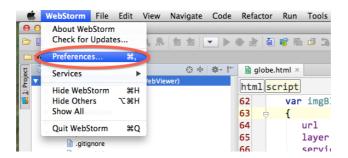
Version 1.0: August 20, 2012 Martin Christen, martin.christen@fhnw.ch

OpenWebGlobe Developers/Contributors can get a free license of WebStorm for OpenWebGlobe development. Write to martin.christen@fhnw.ch to obtain your license key.

In WebStorm you can add a "compile" button for OpenWebGlobe compilation (Closure Compiler). This simplifies everything. This step to step guide explains how to add such a compile button to your IDE.

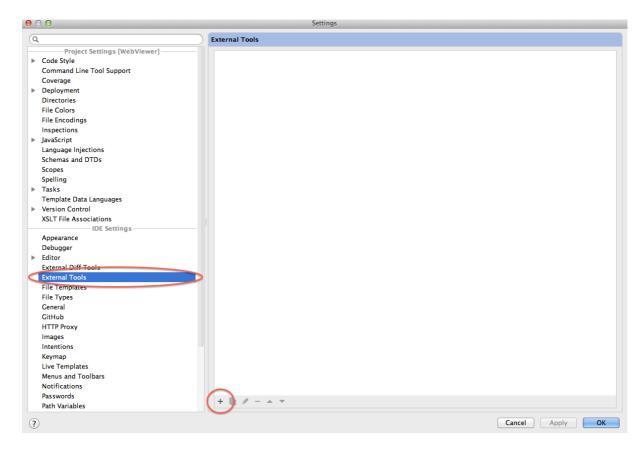
It is assumed compiling is already configured (Python, Java is installed and scripts are setup)

1. Open Preferences / Settings Window



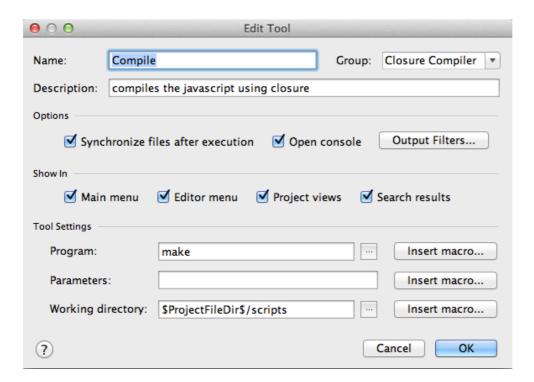
Under MacOS you open it using "WebStorm/Preferences". Under Windows you choose "Settings" in "File" menu.

2. Adding external tool



Choose "External Tools" under the "IDE Settings" and add a new one by using the "+" Symbol

3a. Setup Edit Tool (MacOSX)



Under MacOSX the compilation is controlled over the Makefile, therefore "make" is called from the script directory. This can be configured as shown in the screenshot.

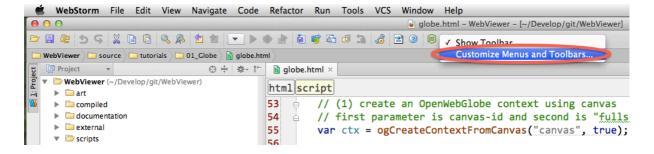
3b. Setup Edit Tool (Windows)



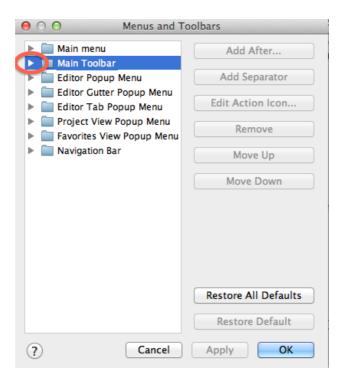
Under Windows the "compile.bat" is called. This can be configured as shown in the screenshot.

4. Create a new Toolbar Icon

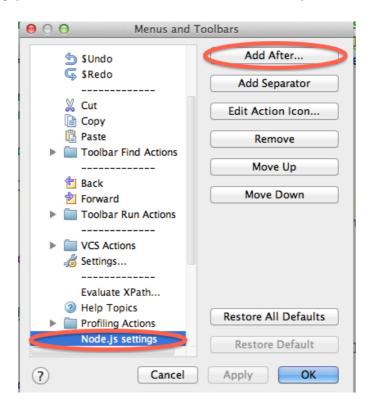
Right click on the toolbar and select "Customize Menus and Toolbars..."



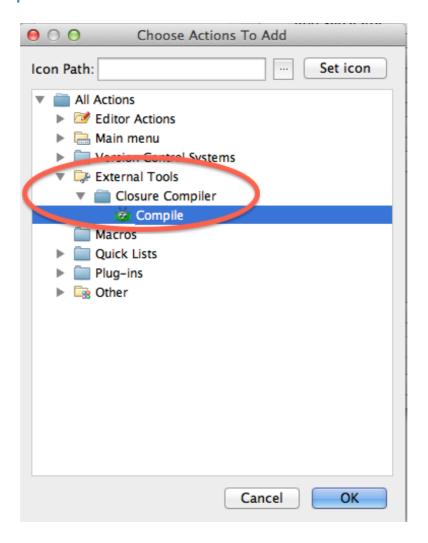
5. Choose Main Toolbar



6. Add New Entry (Choose last item in list and Add After...)



7. Select "Compile Tool"



You can also set your own icon if you like to.

8. Compile from IDE

```
globe.html - WebViewer - [~/Develop/git/WebViewer]
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□ WebViewer  □ source  □ tutorials  □ 01_Globe  □ globe.html
                           ⊕ 🖶 🕸- 🗈 🖺 globe.html ×
 ▼ WebViewer (~/Develop/git/WebViewer)
                                              html script
   art
                                              53 // (1) create an OpenWebGlobe context using canvas
54 // first parameter is canvas-id and second is "fullscreen
   ▶ □ compiled
    ▶ □ documentation
    external
                                                       var ctx = ogCreateContextFromCanvas("canvas", true);
                                              55
    ▼ 🗁 scripts
                                              56
         gitignore .
                                              57
                                                       // (2) Create a virtual globe
         compile.bat
                                                       var globe = ogCreateGlobe(ctx);
                                              58
         deploy.py
                                              59
         download_external.py
                                                        // (3) Add an image and an elevation layer
         download_komodo_integration.py
                                              60
         generate_docs.bat
                                              61
         Makefile
                                              62
                                                        var imgBlueMarble500 =
         abi2ison.pv
                                              63
                                                        {
         obj2json65k.py
                                                           url : ["http://www.openwebglobe.org/data/img"],
layer : "World500",
service : "i3d"
                                              64
         a setup.bat
                                              65
    ▼ 🦳 source
      ▶ 🗀 core
                                              66
      ▶ □ demos
                                              67
```

Now you will see a new Icon in the Menu bar. Click it and the closure compiler is started.