

Browser / Platform Support

D3 supports so-called "modern" browsers, which generally means everything *except* IE8 and below. D3 is tested against Firefox, Chrome, Safari, Opera, IE9+, Android and iOS. Parts of D3 may work in older browsers, as the core D3 library has minimal requirements: JavaScript and the W3C DOM API. D3 uses the Selectors API Level 1, but you can preload Sizzle for compatibility. You'll need a modern browser to use SVG and CSS3 Transitions. D3 is not a compatibility layer, so if your browser doesn't support standards, you're out of luck. Sorry!

D3 also runs on Node.js. Use npm install d3 to install, and require("d3") to load. On Node, limited DOM support is provided by JSDOM. D3 can also run within a WebWorker by creating a custom build containing only the desired (non-DOM) features.

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Installing

Download the latest version here:

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https://github.com/mbostock/d3/releases

Or, to link directly to the latest release, copy this snippet:

ChangeFileLines

<script src="http://d3js.org/d3.v3.min.js" charset="utf-8"></script>

Note: the non-minified source code contains non-ASCII characters and must be served with UTF-8 encoding, either via the charset="utf-8" attribute on the script tag or by adding <meta charset="utf-8"> to the top of the page. If you see a SyntaxError: Unexpected token ILLEGAL at var ï∈ = Math.PI, it is because you are serving the non-minified source with the incorrect ISO-8859-1 encoding. See this StackOverflow answer for more information.

ChangeFileLines

If you want the full repository including tests, download or clone the D3 git repository:

• https://github.com/mbostock/d3/zipball/master

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D3 is also available via numerous package managers, including: NPM (Node.js), Bower, Browserify, Component, Jam, Composer / Packagist (PHP), SPM, JSPM, NuGet (.Net), and AMD (e.g., RequireJS). The official releases of D3 are on NPM and GitHub only; support for other package managers is unofficial and maintained by contributors.

Using

When developing locally, note that your browser may enforce strict permissions for reading files out of the local file system. **If you use d3.xhr locally (including d3.json et al.), you must have a local web server.** For example, you can run Python's built-in server:

```
python -m SimpleHTTPServer 8888 &
```

or for Python 3+

python -m http.server 8888 &

If you have have PHP installed you could try

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php -S localhost:8888

or if you are running Ruby you can use

ruby -run -e httpd . -p 8888

Once this is running, go to http://localhost:8888/.

Or if you are running nodejs you can do

npm install http-server -g

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http-server

Another option is to start a local jetty instance, by using the jetty-runner library with the JVM already installed on your system. In order to achieve this you'll need to download jetty-runner, then you can simply do:

```
java -jar jetty-runner-9.3.0.M0.jar --port 8080 .
```

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and this will start the server on http://localhost:8080 as usual from the current directory, or a different directory, simply changing '.' to the path to that directory.

D3 supports the asynchronous module definition (AMD) API. For example, if you use RequireJS, you may load as follows:

```
require.config({paths: {d3: "http://d3js.org/d3.v3.min"}});
require(["d3"], function(d3) {
   console.log(d3.version);
});
```

Modifying

If you want to modify how D3 is implemented, click the "Fork" button in the top-right corner of this page, and then clone your fork from the command line by replacing *username* with your GitHub username:

git clone git://github.com/username/d3.git

DeclareVariables
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The D3 repository should work out of the box if you just want to create new visualizations using D3. On the other hand, if you want to extend D3 with new features, fix bugs, or run tests, you should fork the D3 repository, and install Node.js (version 0.10.x or higher). From the root directory of this repository, you can then install D3's dependencies:

```
npm install

To run the tests, use:

make test

test
```

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