

# VTEX Speed

## Guia de instalação e configuração

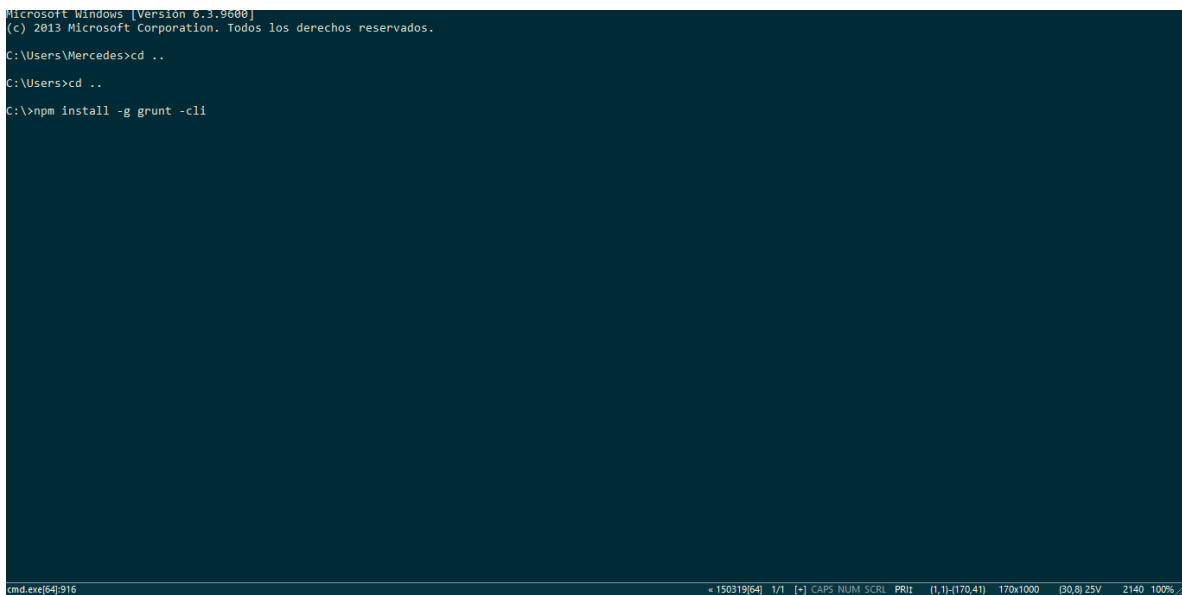
### Requisitos para o uso de VTEX Speed:

- Console recomendado: ConEmu (<https://conemu.codeplex.com/>)
- Node - <http://nodejs.org/>
- Git - <http://git-scm.com/>

### Instalação:

- **Abrir o console e executar esse comando:**

*npm install -g grunt -cli*



```
Microsoft Windows [Versión 6.3.9600]
(c) 2013 Microsoft Corporation. Todos los derechos reservados.
C:\Users\Mercedes>cd ..
C:\Users>cd ..
C:\>npm install -g grunt -cli
```

The screenshot shows a Windows command prompt window with a dark background. The text is white. It displays the system information at the top, followed by the user's current directory path (C:\Users\Mercedes) and the command 'npm install -g grunt -cli' being entered and executed. The status bar at the bottom shows 'cmd.exe[64]:916' and system metrics like '150319[64] 1/1 [+]' and 'CAPS NUM SCR: PRI: (1,1)-(170,41) 170x1000 (30,8) 25V 2140 100%'.

- **Depois de executá-lo, esperar a instalação ser finalizada:**

```
Microsoft Windows [Versión 6.3.9600]
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C:\Users\Mercedes>cd ..

C:\Users>cd ..

C:\>npm install -g grunt -cli
grunt@0.4.5 C:\Users\Mercedes\AppData\Roaming\npm\node_modules\grunt
├── dateFormat@1.0.2-1.2.3
├── which@1.0.9
├── eventemitter2@0.4.14
├── getobject@0.1.0
├── colors@0.6.2
├── rimraf@2.2.8
├── async@0.1.22
├── grunt-legacy-util@0.2.0
├── hooker@0.2.3
├── exit@0.1.2
├── lodash@0.9.2
├── coffee-script@1.3.3
├── underscore.string@2.2.1
├── iconv-lite@0.2.11
├── grunt-legacy-log@0.1.1 (underscore.string@2.3.3, lodash@2.4.2)
├── nopt@1.0.10 (abbrev@1.0.6)
├── glob@3.1.21 (inherits@1.0.0, graceful-fs@1.2.3)
├── minimatch@0.2.14 (sigmund@1.0.1, lru-cache@2.6.4)
├── findup-sync@0.1.3 (lodash@2.4.2, glob@3.2.11)
└── js-yaml@2.0.5 (esprima@1.0.4, argparse@0.1.16)

C:\>
```

- **Baixar o VTEX Speed no seguinte link:**

<https://github.com/vtex/speed>

This repository Search Explore Gist Blog Help MLSJ + -

vtex / speed Watch 19 Star 16 Fork 9

VTEX Store development tools - reverse proxy, compilation, minification, optimization and more!

42 commits 1 branch 6 releases 2 contributors

branch: master speed / +

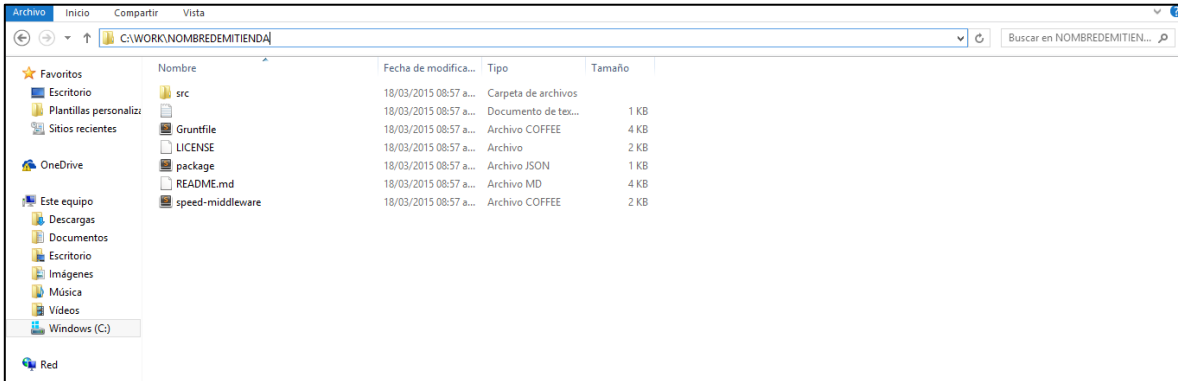
File	Description	Last Commit
src	Replace connect-tryfiles with serve-static and proxy-middleware, addi...	2 months ago
.gitignore	Enable navigating in store both in http and https	a year ago
Gruntfile.coffee	Separate middlewares from gruntfile for cleaner config	2 months ago
LICENSE	Initial commit	a year ago
README.md	Release v2.1.0	2 months ago
package.json	Release v2.1.0	2 months ago
speed-middleware.coffee	Separate middlewares from gruntfile for cleaner config	2 months ago

Clone in Desktop

**Download ZIP**

- Descompactar o arquivo ZIP na pasta em que iremos trabalhar. Exemplo:

*C:/WORK/NOMEDEMINHALOJA*

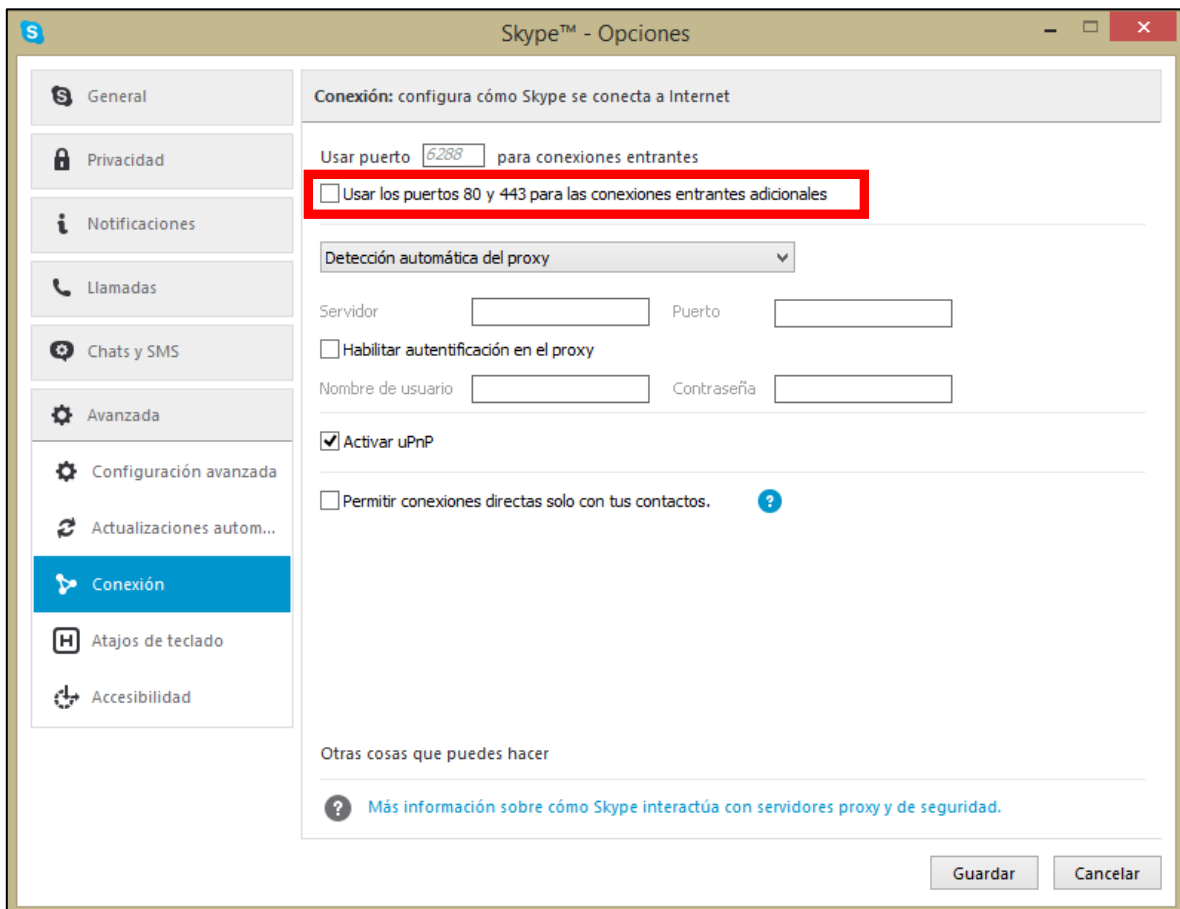


- Abrir o arquivo "package.json" com qualquer editor de texto e abaixo da linha "Versão" adicionar:

*"accountName": "NOMEDAMINHALOJA",*

```
package.json
1 {
2   "name": "vtex-speed",
3   "version": "2.1.0",
4   "accountName": "NOMBREDEMITIENDA",
5   "readmeFilename": "README.md",
6   "description": "VTEX Store development tools - reverse proxy, compilation, minification, optimization and more!",
7   "devDependencies": {
8     "connect-http-please": "^0.2.0",
9     "grunt": "~0.4.5",
10    "grunt-contrib-clean": "~0.6.0",
11    "grunt-contrib-coffee": "~0.13.0",
12    "grunt-contrib-concat": "~0.5.1",
13    "grunt-contrib-connect": "~0.9.0",
14    "grunt-contrib-copy": "~0.8.0",
15    "grunt-contrib-cssmin": "~0.12.2",
16    "grunt-contrib-imagemin": "^0.9.3",
17    "grunt-contrib-less": "~1.0.0",
18    "grunt-contrib-uglify": "~0.8.0",
19    "grunt-contrib-watch": "~0.6.1",
20    "grunt-spritesmith": "^4.2.0",
21    "jpegtran-bin": "2.0.2",
22    "proxy-middleware": "~0.11.0",
23    "serve-static": "^1.9.2"
24  },
25  "repository": {
26    "type": "git",
27    "url": "git://github.com/vtex/speed.git"
28  },
29  "keywords": [
30    "grunt",
31    "coffee",
32    "less",
33    "livereload",
34    "vtex"
35  ],
36  "license": "MIT"
37 }
38
```

- Antes de continuar, é importante fazer uma ação para evitar um erro relacionado à porta nº 80. É recomendado entrar no Skype, ir para o menu “Ferramenta” -> “Opções” -> “Avançado” -> "Conexão". Desmarcar a opção "Usar as portas 80 e 443 para conexões de entrada adicionais".



- Abrir o console e entrar na pasta de trabalho, nesse caso:

*C:/WORK/NOMEDAMINHALOJA*

```
C:\> cmd
Microsoft Windows [Versión 6.3.9600]
(c) 2013 Microsoft Corporation. Todos los derechos reservados.

C:\Users\Mercedes>cd C:/WORK/NOMBREDEMITIENDA

C:\WORK\NOMBREDEMITIENDA>|
```

- Ejecutar o comando:

*npm install*

```
C:\> cmd
Microsoft Windows [Versión 6.3.9600]
(c) 2013 Microsoft Corporation. Todos los derechos reservados.

C:\Users\Mercedes>cd C:/WORK/NOMBREDEMITIENDA

C:\WORK\NOMBREDEMITIENDA>npm install
```

- Se não houver erros, a resposta será algo parecido com isso:

```

C:\> cmd

grunt-contrib-coffee@0.13.0 node_modules\grunt-contrib-coffee
├── uri-path@0.0.2
├── chalk@0.5.1 (ansi-styles@1.1.0, escape-string-regexp@1.0.3, supports-color@0.2.0, has-ansi@0.1.0, strip-ansi@0.3.0)
├── coffee-script@1.9.2
├── lodash@3.9.3

grunt-contrib-uglify@0.8.1 node_modules\grunt-contrib-uglify
├── uri-path@0.0.2
├── chalk@1.0.0 (escape-string-regexp@1.0.3, ansi-styles@2.0.1, supports-color@1.3.1, has-ansi@0.1.0, strip-ansi@2.0.1)
├── uglify-js@2.4.17 (uglify-to-browserify@1.0.2, async@0.2.10, yargs@1.3.3, source-map@0.1.34)
├── maxmin@1.1.0 (figures@1.3.5, pretty-bytes@1.0.4, gzip-size@1.0.0)
├── lodash@3.9.3

grunt-spritesmith@4.6.1 node_modules\grunt-spritesmith
├── url2@1.0.0
├── async@0.9.2
├── underscore@1.4.4
├── spritesmith@1.3.1 (async@0.2.10, layout@2.2.0, pixelsmith@1.1.1)
├── spritesheet-templates@0.5.0 (json-content-demux@0.1.3, handlebars-layouts@1.1.0, underscore.string@3.0.3, handlebars@3.0.3)

grunt-contrib-less@1.0.1 node_modules\grunt-contrib-less
├── async@0.9.2
├── chalk@0.5.1 (ansi-styles@1.1.0, escape-string-regexp@1.0.3, supports-color@0.2.0, strip-ansi@0.3.0, has-ansi@0.1.0)
├── lodash@2.4.2
├── less@2.4.0 (graceful-fs@3.0.7, mime@1.3.4, image-size@0.3.5, mkdirp@0.5.1, source-map@0.2.0, promise@6.1.0, errno@0.1.2, request@2.55.0)

grunt-contrib-imagemin@0.9.4 node_modules\grunt-contrib-imagemin
├── gulp-rename@1.2.2
├── async@0.9.2
├── chalk@1.0.0 (escape-string-regexp@1.0.3, ansi-styles@2.0.1, supports-color@1.3.1, strip-ansi@2.0.1, has-ansi@1.0.3)
├── pretty-bytes@1.0.4 (get-stdin@4.0.1, meow@3.1.0)
├── imagemin@3.2.0 (get-stdin@4.0.1, path-exists@1.0.0, optional@0.1.3, imagemin-jpegtran@4.1.0, buffer-to-vinyl@1.0.0, through2@0.6.5, concat-stream@1.4.8, meow@3.1.0, stream-combiner2@1.0.2, imagemin-optipng@4.2.0, imagemin-svgo@4.1.2, vinyl-fs@1.0.0, imagemin-gifsicle@4.1.0)

jpegtran-bin@2.0.2 node_modules/jpegtran-bin
├── logalot@2.1.0 (figures@1.3.5, squeak@1.2.0)
├── bin-wrapper@2.1.3 (os-filter-obj@1.0.3, is-path-global@1.0.1, download-status@2.1.1, npm-installed@1.0.0, globby@1.2.0, bin-check@1.1.0, bin-version-check@2.1.0, lfs@1.0.0, download@3.3.0)
├── bin-build@2.1.1 (exec-series@1.0.1, url-regex@2.1.2, tempfile@1.1.1, archive-type@2.1.0, rimraf@2.3.4, download@3.3.0, decompress@2.3.0)

C:\WORK\NOMBREDEMITIENDA>
cmd.exe [64]:4204

```

- Uma vez finalizado, deve-se executar o comando:

*grunt --verbose*

```

C:\> grunt

Options: protocols="http", port=80, hostname="", base="", directory=null, keepalive=false, debug=false, livereload, opens=false, useAvailablePort=false, onCreateServer=null, middleware=[null,null,null,null,null]
Started connect web server on http://0.0.0.0:80

Running "watch" task
Waiting...
Verifying property watch exists in config...OK
Verifying property watch.coffee.files exists in config...OK
Verifying property watch.less.files exists in config...OK
Verifying property watch.images.files exists in config...OK
Verifying property watch.css.files exists in config...OK
Verifying property watch.main.files exists in config...OK
Verifying property watch.grunt.files exists in config...OK
Live reload server started on port: 35729
Watching src\Scripts\mobile\mdetect2.coffee for changes.
Watching src\main.less for changes.
Watching src\arquivos for changes.
Watching src\Scripts for changes.
Watching src\sprite for changes.
Watching src\arquivos\ids\168584-292-292\3798533.jpg for changes.
Watching src\arquivos\selos.png for changes.
Watching src\arquivos\ids for changes.
Watching src\sprite\fork.png for changes.
Watching src\sprite\github.png for changes.
Watching src\sprite\twitter.png for changes.
Watching build\arquivos\checkout-custom.css for changes.
Watching build\arquivos\ids for changes.
Watching build\arquivos\style.css for changes.
Watching build\main.css for changes.
Watching build\arquivos for changes.
Watching build\Scripts for changes.
Watching build\sprite for changes.
Watching build\sprite.css for changes.
Watching src\arquivos\checkout-custom.css for changes.
Watching src\arquivos\ids for changes.
Watching src\arquivos\style.css for changes.
Watching Gruntfile.coffee for changes.
Watching build for changes.
Watching node_modules for changes.
Watching src for changes.
|
node.exe [64]:7392

```

- A partir de agora, o correto é sempre executar “grunt-verbose” toda vez que for trabalhar com o VTEX Speed e é importante tentar NÃO FECHAR O CONSOLE. Depois que os passos forem executados detalhadamente, deve ser inserido:

*[http:// NOMEDAMINHALOJA.vtexlocal.com.br/admin/Site/Login.aspx](http://NOMEDAMINHALOJA.vtexlocal.com.br/admin/Site/Login.aspx)*

Se tudo estiver sido feito corretamente, depois de inserir esse endereço teremos o painel de administração.

Logo entraremos em:

*[http:// NOMEDAMINHALOJA.vtexlocal.com.br/?debugcss=true&debugjs=true](http://NOMEDAMINHALOJA.vtexlocal.com.br/?debugcss=true&debugjs=true)*

Nessa direção, você verá a página inicial da sua loja e ali poderá começar a fazer as alterações em JS e CSS. Pode-se criar novos arquivos CSS ou JS e salvá-los em “src / archives /” na pasta local. Sempre que os arquivos forem salvos e tiver sido incluído no HTML o rel para “chamá-los”, o navegador em que temos a Home da sua loja na VTEX será atualizado automaticamente.

É importante ter em mente para não fechar o console, para que o comando detalhado continue em segundo plano.