smysnk Merge branch 'manifest-options'   895a4d0 on Sep 24, 2016

12 contributors

391 lines (280 sloc)   11.4 KB

gulp-rev-all `build passing`

> Static asset revisioning with dependency considerations, appends content hash to each filename (eg. unicorn.css => unicorn.098f6bcd.css), re-writes references.

Purpose

By using the HTTP server response header `expires` combined with filename revisioning, static assets can be made cacheable for extended periods of time. Returning visitors will have the assets cached for super fast load times.

Additionally, content distribution networks like CloudFront let you cache static assets in Edge Locations for extended periods of time.

Why fork?

This project was forked from gulp-rev to add reference processing and rewriting functionality.
It is the philosophy of `gulp-rev` that concerns should be seperated between revisioning the files and re-writing references to those files. `gulp-rev-all` does not agree with this, we believe you need to analyze each revisioned files' references, to calculate a final hash for caching purposes.

Consider the following example:

A css file makes reference to an image. If the image changes, the hash of the css file remains the same since its contents have not changed. Web clients that have previously cached this css file will not correctly resolve the new image. If we take in to consideration the dependency graph while calculating the css file hash, we can have it change if any of its child references have changed.

So to recap, `gulp-rev-all` not only handles reference re-writing but it also takes child references into consideration when calculating a hashes.

Install

Install with npm

```
npm install --save-dev gulp-rev-all
```

Usage

```
var gulp = require('gulp');
var RevAll = require('gulp-rev-all');

gulp.task('default', function () {

  gulp
    .src('dist/**')
```