

## TextCritical.net - Feature #2299

### Ability to invalidate browser caches with version updates

10/23/2018 06:48 AM - Luke Murphey

<b>Status:</b>	Closed	<b>Start date:</b>	10/23/2018
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Luke Murphey	<b>% Done:</b>	90%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2.1		
<b>Description</b>			

#### Associated revisions

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##### Revision 858 - 10/23/2018 09:27 PM - lukemurphey

Adding versioning of the CSS and JS files

Reference #2299

##### Revision 859 - 10/23/2018 09:53 PM - lukemurphey

Adding cache busting for the JS and templates

Closes #2299

##### Revision 860 - 10/23/2018 11:26 PM - lukemurphey

JS now uses a variable to help with cache busting

Reference #2299

#### History

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##### #1 - 10/23/2018 06:29 PM - Luke Murphey

We can load the VERSION info with this:

```
try:
    version_info = loader.get_template('VERSION.txt').render()
except TemplateDoesNotExist:
    version_info = None
```

I considered loading the version info in default\_settings but this isn't going to work since the template loader must be configured.

##### #2 - 10/23/2018 06:36 PM - Luke Murphey

Things that cached by version:

- **[Done]** JS (base.html)
- **[Done]** CSS (base.html)
- **[Done]** Riot tags (riot\_tags.html)
- **[Done]** main.js (reference to app.js)
- **[Done]** app.js (reference to templates)

### #3 - 10/23/2018 09:53 PM - Anonymous

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset [textcritical\\_git|r859](#).

### #4 - 10/23/2018 09:55 PM - Luke Murphey

- Status changed from Closed to In Progress

- % Done changed from 100 to 90

The only problem is that the cache busting prevents any caching of the templates and require JS loaded libraries.

### #5 - 10/23/2018 11:26 PM - Luke Murphey

I considered processing the main.js file to include the version information but this has some difficulties in that a temporary directory for the JS is not created since the files are processed from the src directory.

I could rename main.js though to something like main\_2.0.js and then load the JS path via a variable. Thing is, the main.js doesn't need to be

## Options

### Use date-time in JS

Pros:

- No build script updates required

Cons:

- JS files are never cached by the client

### Put JS files under a directory with the version info

Pros:

- Caching is done by version

Cons:

- Build script changes required that are non-trivial

### Put JS files under a directory with the version info

Pros:

- Browser caching is done by version

Cons:

- Build script changes required that are non-trivial

### Use JS version loaded from a chunk of JS code which specifies the version

Pros:

- Simple build scripting

Cons:

- Wouldn't work on async code easily

## Have script introspect its own path for the version info

Pros:

- Simple build scripting

Cons:

- Unintuitive and questionably reliable (see <https://stackoverflow.com/questions/710957/how-might-i-get-the-script-filename-from-within-that-script>)

## Use global app version variable

Pros:

- Simple build scripting

Cons:

- Requires setting a global variable

**#6 - 10/24/2018 05:40 AM - Luke Murphey**

- Status changed from In Progress to Closed