
Django Base Site Documentation

Release

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July 25, 2016

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1.1 Setup and Usage Instructions

1.1.1 Setup Instructions

Note: If you want to use Vagrant then use the *Vagrant Instructions*. Otherwise, continue with these instructions.

Before you begin make sure you've setup and installed *Virtualenvwrapper*.

Change the directory to where you want keep your django projects.

```
$ cd ~/Sites
```

In the same directory run the following command to setup a virtualenv for your new site.

```
$ BRANCH=master PROJECT_NAME=example
$ mkvirtualenv --no-site-packages --distribute $PROJECT_NAME
$ pip install django
```

Create your Django Base Site. The following will create a new project called "\$PROJECT_NAME".

```
$ django-admin.py startproject $PROJECT_NAME --template=https://github.com/epicserve/django-base-site
```

Install the base requirements and development requirements.

```
$ cd $PROJECT_NAME
$ pip install -r config/requirements/dev.txt
```

Setup your python virtual environment to load environment variables and switch you to the project root.

```
$ echo `pwd` > $VIRTUAL_ENV/.project
$ echo 'cdproject' >> $VIRTUAL_ENV/bin/postactivate
```

Remove all unnecessary example config and template files and create a *config/settings/local.py* settings file:

```
$ python config/create_local_settings_file.py
$ make clean
```

Setup your database:

```
$ chmod +x manage.py
$ ./manage.py migrate
```

At this point your base site should be setup and you can now run your dev server.

```
$ ./manage.py runserver
```

1.1.2 Usage

Running the development server

After following the *Setup Instructions* you can work on your project again by doing the following.

```
$ workon example
$ ./manage.py runserver
```

Editing the SCSS/CSS

First from the root of the project install gulp and the node requirements. This requires that you first install `node`.

```
$ npm install -g gulp
$ npm install
```

Then you can run `gulp` which will watch for changes to your SCSS files (e.g. `static/scss/base.scss`).

```
$ gulp
```

1.2 Using Vagrant

If you want to try out the `django-base-site` using Vagrant then you first need to `install vagrant` of course. Then you can do the following to get things running.

```
$ TARGET_DIR=~/.Sites/ BRANCH=master PROJECT_NAME=example
$ cd $TARGET_DIR
$ curl -L "https://github.com/epicserve/django-base-site/archive/$BRANCH.zip" | tar zx -C $TARGET_DIR
$ cd $PROJECT_NAME
$ vagrant up
```

After running `vagrant up` you'll need to wait (~5 minutes) while your new Vagrant box is provisioned.

When it has finished provisioning your Vagrant box you should be able to run `vagrant ssh` to ssh to your new box. From there you can run `drs` to start the Django runserver. You should now have the django development server running in your Vagrant box. You can now open `http://127.0.0.1:8000` in your local web browser and you should be able to see the message, "You've successfully setup a Django base site. Start Coding!".

Now you can just edit your `django-base-site` files locally in the `~/Sites/example` directory and Django's runserver that's running in the Vagrant box will detect any changes that are made.

1.3 Install Pre-commit Hook

After you have setup your project by following the *Setup and Usage Instructions*, it's a good idea to install the `flake8` pre-commit hook, which will prevent you from committing code with lint errors.

To install it, run the following in the root of your project:

```
$ flake8 --install-hook
```

Then run the following to figure out your `virtualenv python` location:

```
$ which python
```

Use path you just got to replace `#!/usr/bin/env python` with `#!/path/to/virtualenvs/example/bin/python` in `.git/hooks/pre-commit`

1.4 Website Pre-Launch Check List

- Make a favicon
- Make sprites
- Combine, Minify and Compress CSS and JS
- Test all pages in all major browsers
- Install a warning message for IE 6
- Check all meta data
- Check to make sure you have a styled 404 and 500 error pages
- Make sure you're using page caching
- Make sure you have google Analytics installed
- Make sure the site works with out Javascript turned on or that you have a javascript required message.
- Add a print style sheet
- Add a Sitemap for search engines
- Proofread content
- Double check your links (<http://validator.w3.org/checklink/>)
- Test all forms for validation and functionality
- Optimize the site for performance, <http://developer.yahoo.com/performance/rules.html>

About

The Django Base Site is a skeleton base site that can be used to jumpstart any new Django site. [Brent O'Connor](#) created it so he could use it personally to jumpstart any of his new Django projects. Please feel free to fork this project and adapt it to your own personal taste. To setup a new website just follow the [Setup and Usage Instructions](#).

Features

- Coverage
- Django Compressor
- Django Debug Toolbar
- Django Grappelli
- Django-allauth
- Twitter Bootstrap-SASS
- Vagrant Support

Contribute

1. Look for an open [issue](#) or create new issue to get a dialog going about the new feature or bug that you've discovered.
2. Fork the [repository](#) on Github to start making your changes to the master branch (or branch off of it).
3. Write a test which shows that the bug was fixed or that the feature works as expected.
4. Make a pull request.