

Node.js + TypeScript on Windows

In general: We will be following the tutorial on Node.js+TypeScript

<https://www.kunal-chowdhury.com/2018/05/typescript-tutorial-installation.html>

Steps

[1] Install Node.js for Windows, <https://nodejs.org/en/>

[2] Install node-gyp, following installation instructions from

<https://github.com/nodejs/node-gyp#on-windows>

[2.1] Install Visual Studio Code

[2.2] Install node-gyp via npm; from elevated command line (run as Administrator)

```
npm install -g node-gyp
```

```
npm install --global --production windows-build-tools
```

Installation log:

```
C:\WINDOWS\system32>npm install -g node-gyp
C:\Users\Jimmy\AppData\Roaming\npm\node-gyp ->
C:\Users\Jimmy\AppData\Roaming\npm\node_modules\node-gyp\bin\node-gyp.js
+ node-gyp@3.8.0
added 97 packages from 67 contributors in 4.632s

C:\WINDOWS\system32>npm install --global --production
windows-build-tools

> windows-build-tools@5.0.0 postinstall
C:\Users\Jimmy\AppData\Roaming\npm\node_modules\windows-build-tools
> node ./dist/index.js
```

```
Downloading python-2.7.15.amd64.msi
[=====>] 100.0% of 20.25 MB
(6.23 MB/s)
Downloaded python-2.7.15.amd64.msi. Saved to
C:\Users\Jimmy\windows-build-tools\python-2.7.15.amd64.msi.
Downloading vs_BuildTools.exe
```

```
[=====>] 100.0% of 1.12 MB
(895.88 kB/s)
Downloaded vs_BuildTools.exe. Saved to
C:\Users\Jimmy\.windows-build-tools\vs_BuildTools.exe.
```

```
Starting installation...
Launched installers, now waiting for them to finish.
This will likely take some time - please be patient!
```

```
Status from the installers:
----- Visual Studio Build Tools -----
Successfully installed Visual Studio Build Tools.
----- Python -----
Still waiting for installer log file...
```

```
Now configuring the Visual Studio Build Tools and Python...
```

```
All done!
```

```
+ windows-build-tools@5.0.0
added 144 packages from 98 contributors in 29.805s
```

[3] Install TypeScript into Node.js

From elevated command line (run as Administrator)

```
npm install -g typescript
```

Installation log

```
C:\WINDOWS\system32>npm install -g typescript
C:\Users\Jimmy\AppData\Roaming\npm\tsserver ->
C:\Users\Jimmy\AppData\Roaming\npm\node_modules\typescript\bin\tss
erver
C:\Users\Jimmy\AppData\Roaming\npm\tsc ->
C:\Users\Jimmy\AppData\Roaming\npm\node_modules\typescript\bin\tsc
+ typescript@3.2.2
added 1 package from 1 contributor in 1.687s
```

[4] Install HTTP server to serve your game, I'm using Apache for Windows

<https://www.apachehaus.com/cgi-bin/download.plx>

[4.1] Unpack

[4.2] Edit server configuration `${ApacheInstallDir}/conf/httpd.conf`

[4.2.1] Change `SRVROOT` to your `${ApacheInstallDir}`

E.g.: Define `SRVROOT "d:/Software/Devel/Apache24"`

[4.2.2] Change port Apache will be listening to.

E.g.: `Listen 8080`

[4.2.3] Link your Phaser workspace into the directory Apache is serving; from command line in `${ApacheInstallDir}/htdocs/`

```
mklink /j phaser PATH-TO-YOUR-WORKSPACE-DIR
```

[4.2.4] Run httpd via `${ApacheInstallDir}/bin/httpd.exe` or install as Windows service via `${ApacheInstallDir}/bin/httpd.exe -k install -n "Apache HTTP Server"`

[5] Install Visual Studio Code

<https://code.visualstudio.com/Download>

[6] Unpack example project into your Phaser workspace.

E.g.: <https://github.com/mattherman/phaser-typescript-template>

[7] Open the folder with the project in Visual Studio Code

[8] Ctrl+Shift+B to open build commands, it should detect TS and offer

`tsc: build - tsconfig.json` option, **build it**.

[9] Open the project in the browser

`http://localhost:8080/path/to/your/project/folder/relative/to/the/link/index.html`

[10] PROFIT :)