air Go live reload

CONCEPTS

air watches your files, runs the build command on each change, then restarts the built binary. It reads .air.toml in the current directory and uses defaults without one.

File change watched ext/dir
↓ delay
build.cmd go build -o ./tmp/main .
↓ stop old, start
entrypoint your app
↓ proxy
Browser reloads

Air's own flags come first; everything after -- goes to your program.

INSTALL

`go install github.com/air-verse/air@latest`
Install into GOPATH/bin

`export PATH=$PATH:$(go env GOPATH)/bin`
Fix 'command not found: air'

`go get -tool github.com/air-verse/air@latest`
Add as a project-local tool

`go tool air -v`
Run the project-local air

`brew install go-air`
Install with Homebrew

RUN

`air init`
Create .air.toml with defaults

`air`
Run with .air.toml or defaults

`air -c <file>`
Use a specific config file

`air -d`
Debug mode, print all logs

`air -v`
Print the version

`air -h`
List every flag

`air server --port 8080`
Run the binary with these args

`air -c <file> -- -h`
Split air's flags from the app's

FLAG OVERRIDES

`air --build.cmd "go build -o ./tmp/main ./cmd/api"`
Set the build command

`air --build.entrypoint ./tmp/main`
Set the binary to run

`air --build.exclude_dir node_modules,vendor`
Exclude dirs (comma list)

`air --build.include_ext go,html`
Watch these extensions

`air --build.delay 500`
Debounce rebuilds (ms)

`air --proxy.enabled true --proxy.app_port 8080`
Turn on the browser proxy

[BUILD] SETTINGS

`cmd = "go build -o ./tmp/main ."`
Command that builds the app

`entrypoint = ["./tmp/main"]`
Executable plus default args

`args_bin = ["-v"]`
Extra args for the binary

`include_ext = ["go", "tpl", "html"]`
Extensions to watch

`exclude_dir = ["tmp", "vendor"]`
Directories to ignore

`include_dir = ["cmd", "internal"]`
Only watch these dirs

`exclude_regex = ["_test\.go"]`
Ignore paths by regex

`delay = 1000`
Debounce before rebuild (ms)

`stop_on_error = true`
Stop old binary if build fails

`send_interrupt = true`
Interrupt before killing the app

`poll = true`
Poll instead of fsnotify

`pre_cmd = ["go generate ./..."]`
Commands before each build

TOP-LEVEL & MISC

`root = "."`
Working directory to watch

`tmp_dir = "tmp"`
Folder for build output and logs

`env_files = [".env"]`
Load .env files; later wins

BROWSER RELOAD & RULES

`[proxy] enabled = true`
Reload the browser after rebuilds

`proxy_port = 8090`
Port you open in the browser

`app_port = 8080`
Port your app listens on

The proxy injects its script before </body>; HTML without it is served unchanged. Static assets must match include_dir, include_ext or include_file.

`[[build.rules]]`
Run a command instead of a rebuild

DOCKER

`docker run -it --rm -w /app -v $(pwd):/app -p 8080:8080 cosmtrek/air`
Run the official image

RECIPES

Web app with browser reload

```
air init
# edit .air.toml:
#   [build] include_ext = ["go", "html", "css"]
#   [proxy] enabled = true, proxy_port = 8090, app_port = 8080
air
# open http://localhost:8090
```

Several mains, one config

```
air --build.cmd "go build -o ./tmp/api ./cmd/api" \
    --build.entrypoint ./tmp/api
```

Rebuild frontend without restarting Go

```
[[build.rules]]
name = "assets"
cmd = "npm run build"
include_dir = ["web"]
include_ext = ["js", "ts", "css"]
delay = 1000
```