nodemon Restart on file change

CONCEPTS

nodemon is a restart loop: it runs your command, waits for a watched file to change, kills the process and starts it again.

Start run command
↓ app runs
Watch files by ext/path
↓ file saved
Debounce --delay
↓ signal
Restart same command

Without --exec nodemon runs node (or the mapped runner for the script's extension, e.g. python for .py).

RUNNING

`nodemon` *`<script.js>`*
Run script, restart on changes

`nodemon`
Run main or scripts.start of package.json

`nodemon` *`<script.js> <arg1> <arg2>`*
Pass arguments to the script

`nodemon` *`<script.js>`* **`-- --port 3000`**
Stop nodemon parsing; pass flags on

`nodemon --inspect` *`<script.js>`*
Restart with the Node debugger

`nodemon --exec "`*`<cmd>`***`"`**
Run any command instead of node

`nodemon -x python` *`<app.py>`*
Run a Python script

WATCHING

`nodemon -w` *`<dir> <script.js>`*
Watch a directory or file

`nodemon -w` *`<a>`* **`-w`** *`<b> <script.js>`*
Watch several paths

`nodemon -e js,json,html`
`<script.js>`
Watch these extensions

WATCHING (cont.)

`nodemon -i` *`<path>`*
Ignore a file or directory

`nodemon -i "*.test.js"` *`<script.js>`*
Ignore a glob (quote it)

`nodemon -d` *`<seconds> <script.js>`*
Debounce restarts

`nodemon -L` *`<script.js>`*
Poll for changes (Docker, network drives)

Quote globs, or the shell expands them before nodemon sees them.

CONTROL

`rs`
Restart manually (type, then Enter)

`Ctrl+C`
Quit nodemon and the app

`nodemon -V` *`<script.js>`*
Show which file caused a restart

CONFIGURATION

`nodemon.json`
Per-project config next to the code

`nodemonConfig in package.json`
Same keys, inside package.json

Common config keys

Key	Value	Matches
`watch`	array of paths	`-w`
`ext`	"js,json"	`-e`
`ignore`	array of globs	`-i`
`exec`	command string	`-x`
`delay`	milliseconds	`-d`
`verbose`	true / false	`-V`
`legacyWatch`	true / false	`-L`
`env`	object of variables	`(config only)`
`execMap`	extension to runner	`(config only)`
`events`	event to shell command	`(config only)`