
Django Accept Headers

Release 0.3.2

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Overview

1.1 Django Accept Headers

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A Django middleware that inspects the HTTP Accept headers sent by browsers. It adds a new method to each *request* instance called *accepts(str)* which can be used to determine if a certain mimetype is accepted by the user agent that issued the request.

1.1.1 Installation

```
pip install django-accept-header
```

1.1.2 Usage

First add the middleware to your *settings.py* file:

```
MIDDLEWARE_CLASSES = (  
    # ...  
    'django_accept_header.middleware.AcceptMiddleware',  
)
```

To check if the *text/plain* mimetype is accepted by the user agent:

```
def some_view(request):  
    if request.accepts('text/plain'):  
        # do something
```

The ordered list of accepted mimetypes can also be used:

```
def some_view(request):  
    for media_type in request.accepted_types:  
        # do something
```

See the full documentation for how to use the media types please see the full documentation.

1.1.3 Documentation

<https://django-accept-header.readthedocs.org/>

1.1.4 Development

To run the all tests run:

```
tox
```

Reference

2.1 django_accept_header

Contributing

Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given.

3.1 Bug reports

When [reporting a bug](#) please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

3.2 Documentation improvements

Django Accept Headers could always use more documentation, whether as part of the official Django Accept Headers docs, in docstrings, or even on the web in blog posts, articles, and such.

3.3 Feature requests and feedback

The best way to send feedback is to file an issue at <https://github.com/fladi/django-accept-header/issues>.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that code contributions are welcome :)

3.4 Development

To set up *django-accept-header* for local development:

1. [Fork django-accept-header on GitHub](#).
2. Clone your fork locally:

```
git clone git@github.com:your_name_here/django-accept-header.git
```

3. Create a branch for local development:

```
git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

4. When you're done making changes, run all the checks, doc builder and spell checker with `tox` one command:

```
tox
```

5. Commit your changes and push your branch to GitHub:

```
git add .
git commit -m "Your detailed description of your changes."
git push origin name-of-your-bugfix-or-feature
```

6. Submit a pull request through the GitHub website.

3.4.1 Pull Request Guidelines

If you need some code review or feedback while you're developing the code just make the pull request.

For merging, you should:

1. Include passing tests (run `tox`)¹.
2. Update documentation when there's new API, functionality etc.
3. Add a note to `CHANGELOG.rst` about the changes.
4. Add yourself to `AUTHORS.rst`.

3.4.2 Tips

To run a subset of tests:

```
tox -e envname -- py.test -k test_myfeature
```

To run all the test environments in *parallel* (you need to `pip install detox`):

```
detox
```

¹ If you don't have all the necessary python versions available locally you can rely on Travis - it will [run the tests](#) for each change you add in the pull request.
It will be slower though ...

Authors

- Michael Fladischer - <https://www.fladi.at/>

0.3.0 / 2016-02-02

- Change package name to django-accept-header.
- Make python3.5 the default version used for tests.

0.1.0 / 2015-11-26

- First release on PyPI.

Indices and tables

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