# Neovim + LazyVim + Python + vimtex on Windows: Student Setup Guide

## Step 1: Install Neovim

- 1. Download Neovim from https://github.com/neovim/neovim/releases
- 2. Choose the latest nvim-win64.zip and extract to C:\nvim
- 3. Add C:\nvim\bin to your system PATH: Search for 'Environment Variables' in the Start Menu
  - Edit your user PATH and add: C:\nvim\bin

## Step 2: Install Git for Windows

1. Download from https://git-scm.com/download/win and install with default options

## Step 3: Install LazyVim Starter

 Open PowerShell and run: git clone https://github.com/LazyVim/starter \$HOME\AppData\Local\nvim cd \$HOME\AppData\Local\nvim Remove the .git folder: Remove-Item -Recurse -Force .git

#### Step 4: Launch Neovim to Auto-Install Plugins

- 1. Open PowerShell or Windows Terminal and run: nvim
- 2. Wait for LazyVim to install all default plugins
- 3. Quit and reopen once setup is complete

## Step 5: Install LaTeX (MiKTeX)

- 1. Download and install from https://miktex.org/download
- 2. Allow it to install missing packages automatically

#### Step 6: Add vimtex to LazyVim

- 1. Create a file: \$HOME\AppData\Local\nvim\lua\plugins\vimtex.lua
- 2. Add this content:

```
return {
  'lervag/vimtex',
  ft = 'tex',
  config = function()
    vim.g.vimtex_view_method = 'general'
    vim.g.vimtex_compiler_method = 'latexmk'
  end
}
```

#### Step 7: Install Python

- 1. Download from https://www.python.org/downloads/windows/
- 2. IMPORTANT: Check 'Add Python to PATH' during install
- 3. Confirm installation by running in PowerShell:

```
python --version pip --version
```

## **Step 8: Set Up Python Support in Neovim**

 Install pynvim and LSP support: pip install pynvim pip install 'python-lsp-server[all]'

## Step 9: Enable Python LSP in LazyVim

 ${\tt 1. Create \ or \ edit: $HOME\AppData\Local\nvim\lua\lsp\config\pylsp.lua}\\$ 

```
2. Add:
  return {
    settings = {},
  }
```

## **Final Test**

- Open a .py or .tex file in Neovim
- For LaTeX: use \II to compile with vimtex
- For Python: test completion and linting