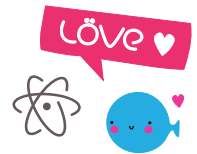


The Atom editor



Installing Atom

- Go to <http://atom.io>, click on the Download button and download Atom.
- Install Atom.
- Run Atom.

Configuring Atom

There are two packages you can install for using Lua and Löve.

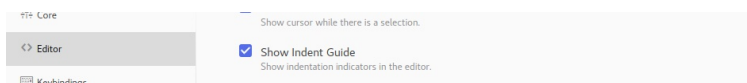
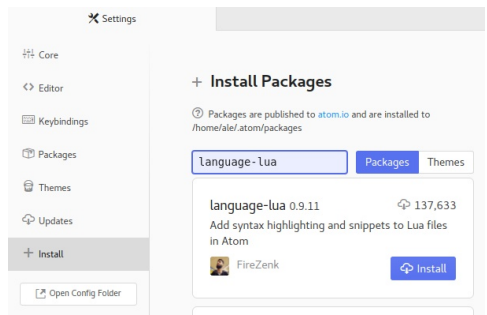
The packages can be added in "Edit > Preferences":

- You can see the installed packages in "Edit > Preferences > Packages".
- Before adding new packages you can check there if they are already installed.
- In the same "Preferences" dialog, you can go to the "Install" section, search for new package and install them.

There are two packages you will need:

- The `language-lua` enables the syntax highlighting for Lua.
- The `love-launcher` adds `alt-l` for launching the games you have opened as a project.

There is one setting in the "Editor Settings" section that is helpful: make sure that "Show Indent Guide" is checked.



Optionally, you can also add the following packages for autocompletion: "Löve Atom" and "Autocomplete Lua".

Using Atom

- You can "normally" create, open, close and save files through the "File" menu.
- If you have the `love-launcher` package, you can launch the current project with the `alt-l` command...
- ... but only if you have opened the game as a project: with `file > add project folder` and pick the directory where you have your lua file (or where you want to put it).
- ... then double click on the file in the left sidebar to open it.