**SVELTEKIT • REFERENCE** 

# **Types**

ON THIS PAGE

## Generated types

The RequestHandler and Load types both accept a Params argument allowing you to type the params object. For example this endpoint expects foo, bar and baz params:

```
import type { RequestHandler } from '@sveltejs/kit';
export const GET: RequestHandler<{
  foo: string;
  bar: string;
  baz: string
} > = async ({ params }) => {
  // ...
};
```

Needless to say, this is cumbersome to write out, and less portable (if you were to rename the [foo] directory to [qux], the type would no longer reflect reality).

To solve this problem, SvelteKit generates .d.ts files for each of your endpoints and pages:

```
svelte-kit/types/src/routes/[foo]/[bar]/[baz]/$types.d
import type * as Kit from '@sveltejs/kit';

type RouteParams = {
  foo: string;
  bar: string;
  baz: string;
};
```

These files can be imported into your endpoints and pages as siblings, thanks to the <a href="rootDirs">rootDirs</a> option in your TypeScript configuration:

```
src/routes/[foo]/[bar]/[baz]/+page.server.ts

import type { PageServerLoad } from './$types';

export const GET: PageServerLoad = async ({ params }) => {
    // ...
};
```

```
src/routes/[foo]/[bar]/[baz]/+page.ts

import type { PageLoad } from './$types';

export const load: PageLoad = async ({ params, fetch }) => {
    // ...
};
```

For this to work, your own tsconfig.json or jsconfig.json should extend from the generated .svelte-kit/tsconfig.json (where .svelte-kit is your <u>outDir</u>):

{ "extends": "./.svelte-kit/tsconfig.json" }

### Default tsconfig.json

The generated .svelte-kit/tsconfig.json file contains a mixture of options. Some are generated programmatically based on your project configuration, and should generally not be overridden without good reason:

```
.svelte-kit/tsconfig.json
{
   "compilerOptions": {
     "baseUrl": "..",
     "paths": {
        "$lib": "src/lib",
```

```
Docs
```

```
},

"include": ["../src/**/*.js", "../src/**/*.ts", "../src/**/*.svelte"],

"exclude": ["../node_modules/**", "./**"]
}
```

Others are required for SvelteKit to work properly, and should also be left untouched unless you know what you're doing:

```
.svelte-kit/tsconfig.json
{
  "compilerOptions": {
    // this ensures that types are explicitly
    // imported with `import type`, which is
    // necessary as svelte-preprocess cannot
    // otherwise compile components correctly
    "importsNotUsedAsValues": "error",
    // Vite compiles one TypeScript module
    // at a time, rather than compiling
    // the entire module graph
    "isolatedModules": true,
    // TypeScript cannot 'see' when you
    // use an imported value in your
    // markup, so we need this
    "preserveValueImports": true,
    // This ensures both `vite build`
    // and `svelte-package` work correctly
    "lib": ["esnext", "DOM", "DOM.Iterable"],
    "moduleResolution": "node",
    "module": "esnext",
    "target": "esnext"
}
```



Docs

without ../../../ nonsense.

#### \$lib/server

A subdirectory of \$lib . SvelteKit will prevent you from importing any modules in \$lib/server into client-side code. See <u>server-only modules</u>.

## app.d.ts

The app.d.ts file is home to the ambient types of your apps, i.e. types that are available without explicitly importing them.

Always part of this file is the App namespace. This namespace contains several types that influence the shape of certain SvelteKit features you interact with.

#### **Error**

Defines the common shape of expected and unexpected errors. Expected errors are thrown using the error function. Unexpected errors are handled by the handleError hooks which should return this shape.

```
interface Error {...}
```

```
message: string;
```

### Locals

The interface that defines event.locals, which can be accessed in server <u>hooks</u> (handle, and handleError), server-only load functions, and +server.js files.

### **PageData**

Defines the common shape of the <u>\$page.data store</u> - that is, the data that is shared between all pages. The Load and ServerLoad functions in ./\$types will be narrowed accordingly. Use optional properties for data that is only present on specific pages. Do not add an index signature ([key: string]: any).

```
interface PageData {}
```

# **PageState**

The shape of the <code>\$page.state</code> object, which can be manipulated using the <code>pushState</code> and replaceState functions from <code>\$app/navigation</code>.

```
interface PageState {}
```

### **Platform**

If your adapter provides <u>platform-specific context</u> via event.platform, you can specify it here.

```
interface Platform {}
```

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