Coming soon

This post will walk you through setting up your editor so that recognises Svelte files:

- eslint-plugin-svelte3
- svelte-vscode
- associating .svelte files with HTML in VSCode, Sublime, etc.

Atom

To treat `*.svelte` files as HTML, open ***Edit → Config…*** and add the following lines to your `core` section:

```
"*":
  core:
    …
    customFileTypes:
      "text.html.basic": [
      "svelte"
    ]
```

Vim/Neovim

You can use the [coc-svelte extension](#) which utilises the official language-server.

As an alternative you can treat all `*.svelte` files as HTML. Add the following line to your `init.vim`:

```
au! BufNewFile,BufRead *.svelte set ft=html
```

To temporarily turn on HTML syntax highlighting for the current buffer, use:

```
:set ft=html
```

To set the filetype for a single file, use a [modeline](#):

```
<!-- vim: set ft=html :-->
```

Visual Studio Code

We recommend using the official [Svelte for VS Code extension](#).

JetBrains WebStorm

The [Svelte Framework Integration](#) can be used to add support for Svelte to WebStorm, or other Jetbrains IDEs. Consult the [WebStorm plugin installation guide](#) on the JetBrains website for more details.

Sublime Text 3

Open any `.svelte` file.

Go to ***View → Syntax → Open all with current extension as… → HTML***.