

Setting up your editor

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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.***