

# Set up an editor

[Docs](#) [Get started](#) Set up an editor

You can build apps with Flutter using any text editor combined with our command-line tools. However, we recommend using one of our editor plugins for an even better experience. These plugins provide you with code completion, syntax highlighting, widget editing assists, run & debug support, and more.

Follow the steps below to add an editor plugin for Android Studio, IntelliJ, VS Code, or Emacs. If you want to use a different editor, that's OK, skip ahead to the [next step: Test drive](#).

## Android Studio and IntelliJ

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Visual Studio Code

Emacs

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# Install Android Studio

Android Studio offers a complete, integrated IDE experience for Flutter.

- [Android Studio](#), version 3.0 or later

Alternatively, you can also use IntelliJ:

- [IntelliJ IDEA Community](#), version 2017.1 or later
- [IntelliJ IDEA Ultimate](#), version 2017.1 or later

# Install the Flutter and Dart plugins

To install these:

1. Start Android Studio.
2. Open plugin preferences (**Configure > Plugins** as of v3.6.3.0 or later).
3. Select the Flutter plugin and click **Install**.

4. Click **Yes** when prompted to install the Dart plugin.
5. Click **Restart** when prompted.

**Note:** Prior to v3.6.3.0, access plugin preferences as follows:

1. Open plugin preferences (**Preferences > Plugins** on macOS, **File > Settings > Plugins** on Windows & Linux).
2. Select **Marketplace**, select the Flutter plugin and click **Install**.

## Next step

Take Flutter for a test drive: create a first project, run it, and experience “hot reload”.