

How to Actually Install MDX on SolidJS

The official guide is utterly horrific. Here's how you actually do it.

- **Step 1:** Install MDX for Rollup in a new SolidJS project:

```
npm install @mdx-js/rollup
```

- **Step 2:** If using TypeScript, install the types:

```
npm install @types/mdx --save-dev
```

- **Step 3:** Add the MDX types to your `tsconfig.json`:

- `tsconfig.json`

```
{
  "compilerOptions": {
    "strict": true,
    "target": "ESNext",
    "module": "ESNext",
    "moduleResolution": "node",
    "allowSyntheticDefaultImports": true,
    "esModuleInterop": true,
    "jsx": "preserve",
    "jsxImportSource": "solid-js",
    "types": [
      "vite/client",
      "mdx"
    ],
    "noEmit": true,
    "isolatedModules": true
  }
}
```

- **Step 4:** Add MDX to your Vite config:

- `vite.config.ts`

```
import { defineConfig } from 'vite';
import mdx from '@mdx-js/rollup';
import solidPlugin from 'vite-plugin-solid';

export default defineConfig({
```

```
plugins: [  
  solidPlugin(),  
  mdx({  
    jsxImportSource: 'solid-js/h'  
  })  
],  
server: {  
  port: 3000,  
},  
build: {  
  target: 'esnext',  
},  
});
```

- **Step 5:** Import and/or render your MDX:

- `index.ts`

```
/* @refresh reload */  
import { render } from 'solid-js/web';  
  
import './index.css';  
import MyMdx from './MyMdx.mdx'  
const root = document.getElementById('root');  
  
render(() => <MyMdx />, root!);
```

That's it!