

## React + TypeScript + Vite

This template provides a minimal setup to get React working in Vite with HMR and some ESLint rules.

Currently, two official plugins are available:

- @vitejs/plugin-react uses Babel (or oxc when used in rolldown-vite) for Fast Refresh
- @vitejs/plugin-react-swc uses SWC for Fast Refresh

## React Compiler

The React Compiler is not enabled on this template because of its impact on dev & build performances. To add it, see this documentation.

## Expanding the ESLint configuration

If you are developing a production application, we recommend updating the configuration to enable type-aware lint rules:

```
export default defineConfig([
  globalIgnores(['dist']),
  {
    files: ['**/*.ts,tsx'],
    extends: [
      // Other configs...

      // Remove tseslint.configs.recommended and replace with this
      tseslint.configs.recommendedTypeChecked,
      // Alternatively, use this for stricter rules
      tseslint.configs.strictTypeChecked,
      // Optionally, add this for stylistic rules
      tseslint.configs.stylisticTypeChecked,

      // Other configs...
    ],
    languageOptions: {
      parserOptions: {
        project: ['./tsconfig.node.json', './tsconfig.app.json'],
        tsconfigRootDir: import.meta.dirname,
      },
      // other options...
    },
  },
]);
```

You can also install eslint-plugin-react-x and eslint-plugin-react-dom for React-specific lint rules:

```
// eslint.config.js
import reactX from 'eslint-plugin-react-x';
import reactDom from 'eslint-plugin-react-dom';

export default defineConfig([
  globalIgnores(['dist']),
  {
    files: ['**/*.ts,tsx'],
    extends: [
```

```

    // Other configs...
    // Enable lint rules for React
    reactX.configs['recommended-typescript'],
    // Enable lint rules for React DOM
    reactDom.configs.recommended,
  ],
  languageOptions: {
    parserOptions: {
      project: ['./tsconfig.node.json', './tsconfig.app.json'],
      tsconfigRootDir: import.meta.dirname,
    },
    // other options...
  },
},
]);

```