

 [mrmlnc / vscode-puglint](#) Public Linter and style checker for Pug (formerly Jade) as plugin for VS Code. [goo.gl/g82rhu](#) MIT license 5 stars  1 fork  Activity Star Watch Code  Issues 7  Pull requests 1  Actions  Projects  Security  Insights master

...



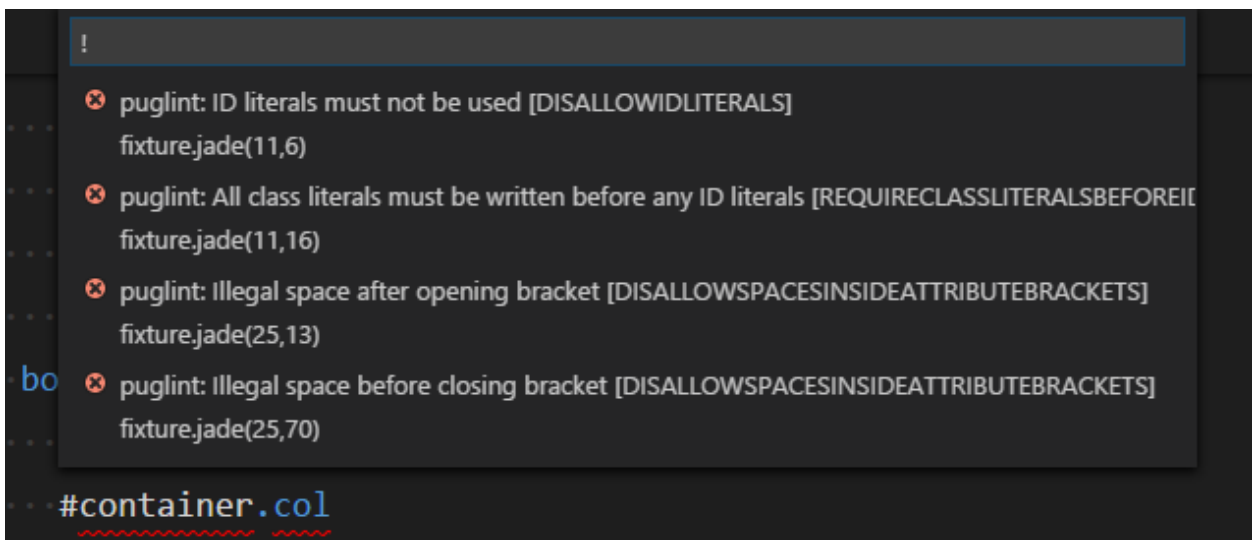
mrmlnc ...

on Oct 3, 2016

[View code](#) README.md

# vscode-puglint

This linter plugin for VS Code provides an interface to [pug-lint](#).



## Installation

Linter installation is performed in several stages:

1. Install **pug-lint** use `npm i -D pug-lint` OR `npm i -g pug-lint`.

2. Press **F1** and select `Extensions: Install Extensions`.
3. Search and choose `vscode-puglint`.

See the [extension installation guide](#) for details.

## Usage

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Enable the linter in the VS Code [settings](#).

```
{
  "puglint.enable": true
}
```

## Configurations

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The plugin supports the following files:

- `.jade-lintrc` OR `.jade-lint.json`
- `.pug-lintrc`, `.pug-lintrc.js`, `.pug-lintrc.json` OR `.pug-lint.json`
- `pugLintConfig` section in the `package.json` file

The rules for determining the configuration file:

1. Editor settings
2. Workspace config (current project)
3. Package file (current project)
4. Global config (`$HOME` directory)
5. Default config `{}`

## Supported languages

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- Pug
- Jade

## Supported settings

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### `puglint.enable`

- Type: `Boolean`
- Default: `false`

Control whether puglint is enabled for Pug/Jade files or not.

## puglint.run

- Type: String
- Default: onType
- Supported values: onType , onSave

Run the linter on save (onSave) or on type (onType).

## puglint.config

- Type: Object
- Default: {}

Will be directly passed to [config option](#).

For example:

```
{
  "puglint.enable": true,
  "puglint.config": {
    "requireClassLiteralsBeforeIdLiterals": true
  }
}
```

Examples for use `extends` (don't forget to install config, for example `pug-lint-config-clock`):

```
{
  "puglint.enable": true,
  "puglint.config": {
    "extends": "clock"
  }
}
```

More information: [pug-lint: extends](#)

## Changelog

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See the [Releases section of our GitHub project](#) for changelogs for each release version.

## License

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This software is released under the terms of the MIT license.

Releases 8

 2.3.0 Latest

on Oct 3, 2016

[+ 7 releases](#)

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Packages

No packages published

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Languages

● TypeScript 93.7% ● HTML 6.3%