

# How do I hide certain files from the sidebar in Visual Studio Code?

Asked 4 years, 2 months ago   Active 3 months ago   Viewed 152k times

▲ Using Microsoft's Visual Studio Code, how do I hide certain files and file patterns from appearing in the sidebar?

484 I want to hide `.meta` and `.git` style files

▼ visual-studio-code   vscode-settings



90

edited Jan 1 at 13:03



Gama11

14.7k

6

28

52

asked May 9 '15 at 12:48



Chris

23k

17

96

148

- 3 It's not exactly what you need, but you can at least exclude certain folders from searches by adding a "search.excludeFolders" property to your workspace settings. This was enough for me since I usually reach files by the `Ctrl-E` menu. – [Katana314](#) May 11 '15 at 19:17
- 1 Nice tip. I also get to files that way and `command+p` (coming from a sublime background) – [Chris](#) May 13 '15 at 0:33
- 1 Related issue about auto-hiding `.gitignore` files in the side bar: [github.com/Microsoft/vscode/issues/38878](https://github.com/Microsoft/vscode/issues/38878) – [Johan Walles](#) Aug 27 '18 at 11:34

## 7 Answers

▲ You can configure patterns to hide files and folders from the explorer and searches.

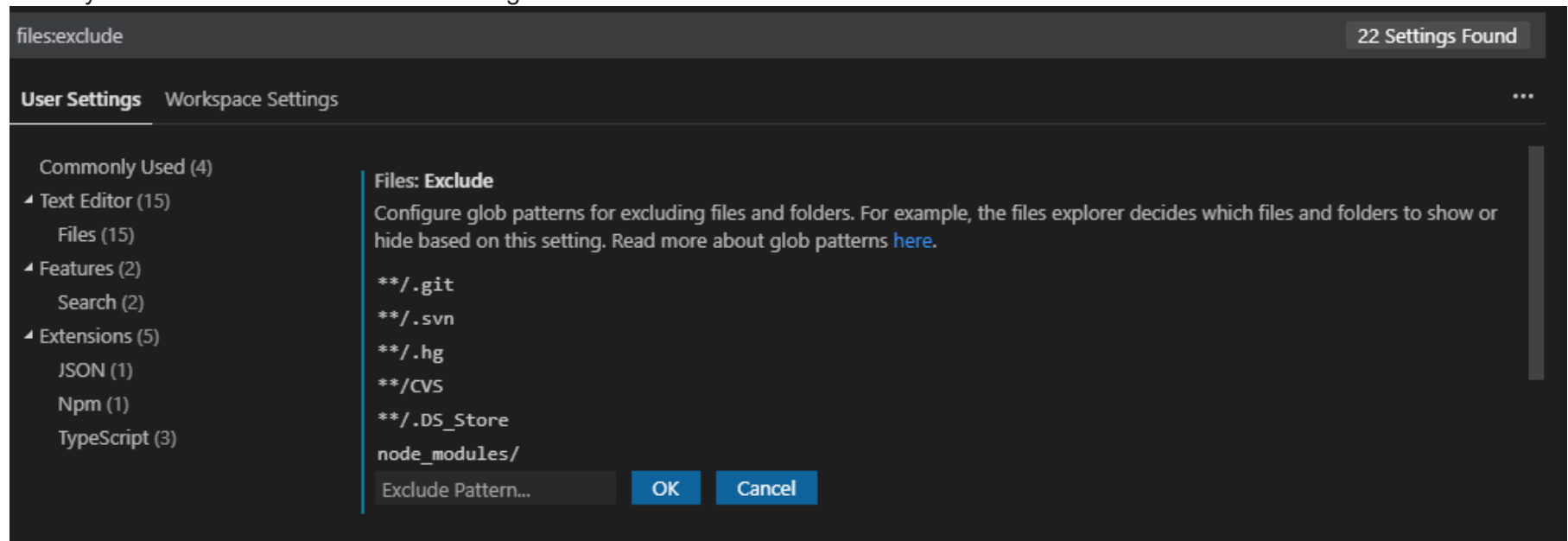
862



1. Open VS User Settings (Main menu: File > Preferences > Settings). This will open the setting screen.
2. Search for `files:exclude` in the search at the top.
3. Configure the User Setting with new glob patterns as needed. In this case add this pattern `node_modules/` then click OK. *The pattern syntax is powerful. You can find pattern matching details under the [Search Across Files topic](#).*

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When you are done it should look something like this:



If you want to directly edit the settings file: For example to hide a top level node\_modules folder in your workspace:

```
"files.exclude": {
  "node_modules/": true
}
```

To hide all files that start with .\_ such as .\_.DS\_Store files found on OSX:

```
"files.exclude": {
  "**/._*": true
}
```

You also have the ability to change Workspace Settings (Main menu: File > Preferences > Workspace Settings). Workspace settings will create a .vscode/settings.json file in your current workspace and will only be applied to that workspace. User Settings will be applied globally to any instance of VS Code you open, but they won't override Workspace Settings if present. Read more on customizing [User and Workspace Settings](#).

edited Sep 19 '18 at 15:40

answered May 9 '15 at 16:18

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- 2 Any way to exclude sym links / aliases? – [granmoe](#) Dec 12 '16 at 20:48
- 3 To hide all node\_modules in sub folders you could use: `"**/node_modules/**": true` – [supNate](#) Nov 6 '17 at 9:42
- 3 Do I have to restart VS code? – [becko](#) Nov 22 '17 at 0:19
- 2 In the later VSCode versions (Nov 2017) you use File>Preferences>Settings and use the dropdown on top right to select UserSettings or Workspace. Selecting Workspace will then create the .vscode folder and settings.json in your project – [Drenai](#) Nov 22 '17 at 11:04
- 1 @becko, yes, you do have to restart your editor after changing. – [Johan Walles](#) Aug 27 '18 at 11:33



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Sometimes you just want to hide certain file types for a specific project. In that case, you can create a folder in your project folder called `.vscode` and create the `settings.json` file in there, (i.e. `.vscode/settings.json`). All settings within that file will affect your current workspace only.

For example, in a TypeScript project, this is what I have used:

```
// Workspace settings
{
  // The following will hide the js and map files in the editor
  "files.exclude": {
    "**/*.js": true,
    "**/*.map": true
  }
}
```

edited Aug 21 '16 at 2:52



[nacho4d](#)

24.5k 36 140 220

answered Mar 24 '16 at 4:13



[omt66](#)

3,201 1 17 15

can the ide still use map files even if they are excluded in such a way ? – [Robert Brax](#) Apr 28 '16 at 16:57

Yes, you can still debug using the .map files and everything works fine. – [Francis Judge](#) Sep 9 '16 at 9:23

- 2 VS Code now has a tab when you go to Preferences > Settings where you can switch between User Settings and Workspace Settings, so you don't have to manually create the file yourself anymore. Great example on excluding file types--thanks! – [Tim Franklin](#) Jun 7 '17 at 15:55

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For `.meta` files while using Unity3D, I found the best pattern for hiding is:

```
"files.exclude": {
  "**/**/.meta": true
}
```

This captures all folders and subfolders, and will pick up `foo.cs.meta` in addition to `foo.meta`

answered May 4 '17 at 19:20



[JerkyTreats](#)

329 3 9

5 Worked for `.pyc` files generated by *python*. – [daumie](#) Sep 26 '17 at 8:36

3 Why not just `"**/*.*.meta": true` ? – [NinjaFart](#) Apr 22 '18 at 7:31

3 It works, but then the global search stops working with error: Error parsing glob ... invalid use of `**`; must be one path component , should be `"**/**/*.*.meta": true` – [pasevin](#) Jul 2 '18 at 7:54

The "[Make Hidden](#)" extension works great!

17

Make Hidden provides more control over your project's directory by enabling context menus that allow you to perform hide/show actions effortlessly, a view pane explorer to see hidden items and the ability to save workspaces to quickly toggle between bulk hidden items.

edited May 22 '18 at 11:16



[grg](#)

2,584 2 21 34

answered Nov 24 '17 at 8:55



[Yehuda Kremer](#)

171 1 4

I would also like to recommend vscode extension [Peep](#), which allows you to toggle hide on the excluded files in your projects settings.json.

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Hit F1 for vscode command line (command palette), then

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You can bind "extension.peepToggle" to a key like Ctrl+Shift+P (same as F1 by default) for easy toggling. Hit Ctrl+K Ctrl+S for key bindings, enter `peep`, select Peep Toggle and add your binding.

edited May 16 '18 at 7:48



Brian Burns

7,832 5 49 47

answered Jun 16 '16 at 10:17



Tony Krøger

556 1 6 11

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how do you open the vscode command line? this is within vscode itself? – [dcsan](#) Sep 3 '16 at 15:22

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Just push F1 within vscode and start typing. – [Tony Krøger](#) Sep 6 '16 at 12:08

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▲ The `__pycache__` folder and `*.pyc` files are totally unnecessary to the developer. To hide these files from the explorer view, we need to edit the `settings.json` for VSCode. Add the folder and the files as shown below:

7

▼

```
"files.exclude": {  
  ...  
  ...  
  "**/*.pyc": {"when": "$(basename).py"},  
  "**/__pycache__": true,  
  ...  
  ...  
}
```

answered Apr 22 at 13:45



A.J.

3,765 4 43 62

▲ If your working on a **Angular 2+** application, and like me you like a clean working environment, follow [@omt66](#) answer and paste the below in your `settings.json` file. I recommend you do this once all the initial setup has been completed.

1

▼ **Note:** This will actually hide the `.vscode` folder (with `settings.json`) in as well. (Open in your native file explorer / text editor if you need to make changes afterwards)

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```
{
  "files.exclude": {
    ".vscode": true,
    "node_modules/": true,
    "dist/": true,
    "e2e/": true,
    "*.json": true,
    "**/*.md": true,
    ".gitignore": true,
    "**/.gitkeep": true,
    ".editorconfig": true,
    "**/polyfills.ts": true,
    "**/main.ts": true,
    "**/tsconfig.app.json": true,
    "**/tsconfig.spec.json": true,
    "**/tslint.json": true,
    "**/karma.conf.js": true,
    "**/favicon.ico": true,
    "**/browserslist": true,
    "**/test.ts": true
  }
}
```

answered Mar 7 at 13:08



[Riaan van Zyl](#)

161 3 15

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