The sTeX VSCode IDE *

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This is the user manual for the sTeX Plugin for VSCode, available at https://marketplace.visualstudio.com/items?itemName=kwarc.stexide. For the manual for the sTeX package itself, see the sTeX3 Manual.

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Chapter 1

Setting up the sTeX IDE

1.1 Setting your MathHub Directory

One of sTeX's features is a proper *module system* of interconnected document snippets for mathematical content. Analogously to *object-oriented programming*, it allows for "object-oriented mathematics" via individual combinable and, importantly, *reusable* modules, developed collaboratively.

To make use of such modules, the sTeX system needs to be told where to find them. There are several ways to do so (see subsection 3.2.1 (The Local MathHub-Directory) in the sTeX3 Manual), but the most convenient way to do so is via a system variable.

To do so, create a directory `MathHub` somewhere on your local file system and set the environment variable `MATHHUB` to the file path to that directory.

In linux, you can do so by writing

```
export MATHHUB="/path/to/your/MathHub"
```

in your `~/.profile` (for all shells) or `~/.bashrc` (for the bash terminal only) file.

The sTeX IDE consists of two components using the *Language Server Protocol (LSP)*: A *client* in the form of a VSCode extension, and a *server* included in the MMT system. Installing the extension will open up a setup routine that will guide you through the rest.

1.2 The sTeX VSCode Extension

If you have not already, you should first install the VSCode editor available at https://code.visualstudio.com/.

Next, open VSCode and install the sTeX extension by clicking on the *extensions* menu on the very left of the VSCode window and searching for "sTeX" in the *"Search Extensions in Marketplace"* field, as in Figure 1, and clicking the *Install*-button of the sTeX extension by KWARC.

1.3 Setting up Mmt

Next, open any directory (`File` → `Open Folder...`) that contains a `.tex`-file, and a setup window as in Figure 2 will pop up. Clik on the highlighted link '*here*' and download

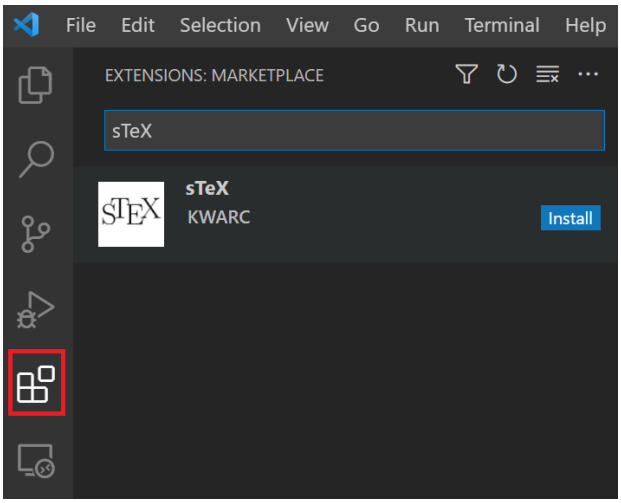

Figure 1: Installing the sTeX extension for VSCode

the latest version of the `MMT.jar` file (at least version 23.0.0) anywhere you like. Then click the *"Browse..."*-button and select your freshly downloaded `MMT.jar`.

If you have already set a system variable for your MathHub-directory, you are now done and can click *"Finish"*. If you have not, you can now also enter a directory path in the lower text field, and the VSCode extension will attempt to globally set one up for you, depending on your operating system.

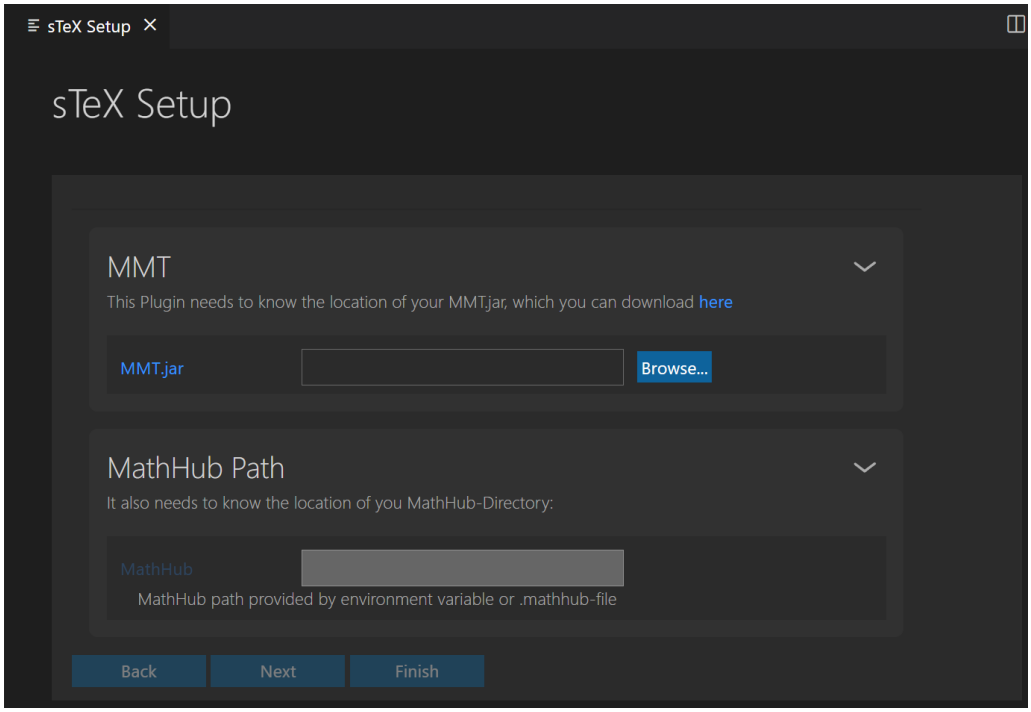

Figure 2: sTeX Setup Routine