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Vue Ecosystem Updates

Vue Contributor Day Oct 2021

3.2 released in Aug

<script setup> out of experimental!

<style> v-bind out of experimental!

defineCustomElement()

Reactivity performance++

3.2 effectScope API

ESM build + improved streaming API

3.2

for @vue/server-renderer

v-memo for advanced

3.2

performance optimization

New RFCs

vuejs/rfcs/discussions/369

Ref Transform

```
<script setup>
let count = $ref(0)
function increment() {
  count++
</script>
<template>
  <button @click="increment">{{ count }}</button>
</template>
```

```
let count = $ref(0)

function increment() {
   count++
}
function increment() {
   count.value++
}
```

Two base macros:

- \$ converts refs => reactive variables
- \$\$ converts reactive variables => refs

Shorthands:

- \$(ref(...)) => \$ref(...)
- \$(computed(...)) => \$computed(...)

Both \$ and \$\$ can be used on object of refs

Usage in composables

```
export function useMouse() {
  let x = $ref(0)
  let y = $ref(0)

  const update = (e) => {
    x = e.pageX
    y = e.pageY
  }

// ...setup listeners

// return object of refs
  return $$({ x, y })
}
```

Consuming composables

```
<script setup>
import { useMouse } from './useMouse'

let { x, y } = $(useMouse())

console.log(x, y)
</script>
```

Props Destructure Transform

vuejs/rfcs/discussions/394

vuejs/vue-next/pull/4690

Props Destructure Transform

```
interface Props {
 foo: string
 bar?: number
 baz?: number
const {
 foo,
 bar = 123, // default value
 baz: qux = 234, // aliasing + default value
  ...rest // rest spread also supported
} = defineProps<Props>()
watchEffect(() => {
 console.log(foo) // will log every time foo changes
})
```

New Documentation (WIP) https://github.com/vuejs/docs/tree/next

<u>hub.com/vuejs/docs/free/next</u>
Staging deployment

New Default Recommendations (Tentative)

- vue-cli => create-vue
- Vetur => Volar
- State Management: consolidate
 Vuex-next / Pinia / core

2 -> 3 default version switch

When new docs are ready

SSR focused

Async component hydration strategies

Other hydration / payload improvements

3.3

Suspense finalization

Thank you!