Hugo Static site generator

CONCEPTS

Hugo is one binary: content in content/, layouts in a theme or layouts/, config in hugo.toml. The build writes plain files to public/.

content/ + hugo.toml Markdown and config
↓ `hugo server`
Live preview localhost:1313, reloads
↓ `hugo`
public/ static HTML, CSS, JS
↓ deploy / upload
Web host any static host

Pages with draft: true, a future date or a past expiryDate are skipped unless you pass -D, -F or -E.

PROJECT

`hugo new site <name>`
Create a new site skeleton

`hugo new site <name> --format yaml`
Use YAML (or json) config

`hugo new theme <name>`
Scaffold a theme in themes/

`git submodule add <url> themes/<name>`
Install a theme as submodule

`hugo version`
Show the installed version

`hugo config`
Print the merged site config

CONTENT

`hugo new content <path>`
Create a page from an archetype

`hugo new content posts/<name>.md`
Add a post

`hugo new content -k <kind> <path>`
Force an archetype kind

`hugo list drafts`
List draft pages

`hugo list future`
List pages with a future date

`hugo list expired`
List expired pages

DEV SERVER

`hugo server`
Serve and live reload

`hugo server -D`
Include drafts

`hugo server -F`
Include future-dated pages

`hugo server -p <port>`
Listen on another port

`hugo server --bind 0.0.0.0`
Reachable from other devices

`hugo server -N`
Jump to the changed page

`hugo server -O`
Open the browser on start

`hugo server --disableFastRender`
Full rebuild on each change

BUILD

`hugo`
Build the site into public/

`hugo --minify`
Minify HTML, CSS, JS, XML

`hugo -d <dir>`
Write to another directory

`hugo -b <url>`
Set the base URL

`hugo --gc`
Remove unused cache files

`hugo --cleanDestinationDir`
Remove stale files from output

`hugo -D`
Build drafts too

`hugo -e <env>`
Pick the environment

MODULES

`hugo mod init <path>`
Make the site a Hugo module

`hugo mod get <path>`
Add or fetch a module

`hugo mod get -u`
Update all modules

`hugo mod tidy`
Prune go.mod and go.sum