Vite Frontend build tool

CONCEPTS

Dev serves your source as native ES modules with no bundling; build bundles for production. Use preview only to check the build locally, not to host it.

index.html entry point
↓ `vite`
Dev server localhost:5173, HMR
↓ `vite build`
dist/ bundled assets
↓ `vite preview`
Local check not for production

DEV SERVER

`vite`
Start the dev server (aliases: dev, serve)

`vite --port <port>`
Set the port (default 5173)

`vite --host [host]`
Listen on all addresses or a given host

`vite --open [path]`
Open the browser on start

`vite --force`
Ignore the optimizer cache

`vite --mode <mode>`
Set the env mode (default development)

`vite --config <file>`
Use a specific config file

BUILD

`vite build`
Production build into dist/

`vite build --outDir <dir>`
Change the output directory

`vite build --sourcemap [output]`
Emit source maps (true, inline, hidden)

`vite build --mode <mode>`
Build with another env mode

BUILD (cont.)

`vite build --base <path>`
Build for a sub-path deployment

PREVIEW

`vite preview`
Serve the built dist/ locally

DEV SERVER KEYS

Type the key in the terminal running the dev server, then press Enter.

`h`
Show the shortcut list

`r`
Restart the server

`q`
Quit the server

SCAFFOLDING

`npm create vite@latest <name>`
Create a project interactively

`npm create vite@latest <name> -- --template <tpl>`
Scaffold a template (npm 7+ needs --)

ENV AND DEBUGGING

Env files (later rows win)

File	Loaded	Git
`.env`	always	commit
`.env.local`	always	ignored
`.env.<mode>`	that mode only	commit
`.env.<mode>.local`	that mode only	ignored

Read values with import.meta.env.VITE_NAME. Built-ins: MODE, BASE_URL, PROD, DEV, SSR. Shell variables beat env files; restart after editing them.

`vite --version`
Print the Vite version