

Get Set Up

Documentation has moved.

The documentation for Flitter has moved. You probably want to be here:

<https://flitter.glmdev.tech/>

Flitter runs on Node.js and is developed over on [my Git server](#). Flitter and its sub-components developed by Garrett Mills are licensed under the highly permissive MIT License. In not so many words, this means that you can do basically whatever you want with the Flitter code as long as you absolve me from liability and warranty. [Check out the full license here though](#). The master branch always contains a working version of Flitter, so getting started is as easy as cloning the main Flitter repository, installing the Node.js packages, and copying over the default configuration.

1. Clone the Repository

First, pull down a copy of Flitter into a new folder for your project. You can download a zip of the repository [here](#), but the easiest way is to use [Git](#):

```
git clone https://git.glmdev.tech/flitter/flitter <project_name>
```

This will create a new directory called `<project_name>` and download Flitter into it.

2. Install the Packages

Flitter relies on a lot of awesome Node.js packages to run. These can be installed using some flavor of Node.js package manager, which are available on basically every platform. Flitter recommends [Yarn](#) as a good option here. In fact, Flitter's creator uses Yarn, so a stable `yarn.lock` file is included with Flitter. Install the packages by running the following command from inside the project folder:

```
yarn install
```

3. Copy the Default Config

Flutter uses `.env` based environment configuration, which we'll cover more in-depth later, but for now, just copy over the included example configuration:

```
cp example.env .env
```

4. Start Flutter!

That's all it takes to get Flutter ready to run. You can start the development server using the `./flutter` command:

```
./flutter up
```

That should start Flutter running on port `8000` by default.

Revision #4

Created Sat, Mar 2, 2019 3:45 AM by [Garrett Mills](#)

Updated Fri, Apr 19, 2019 12:58 PM by [Garrett Mills](#)