



# Sublime Text 3 Love

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**Themes:** [Consciousness](#) [Programming](#) [Spiritual](#)

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I'm happy to announce that [Sublime Text 2](#) [**edit:** post valid for Sublime Text 3] was officially released today! This is awesome news. I've spend 12+ hours a day for the past year and a half in Sublime Text 2. It is indeed sublime.

## Why should you try it?

- It's light and fast.
- It's cross-platform.
- Chrome-like tabs.
- Split window layouts!
- It's not vaporware.
- It supports TextMate Bundles and Themes!
- It's fully scripted with an embedded Python interpreter, making it nicely extensible.

## Beautiful

My editor looks like this:

This is comprised of a few things:

## Soda Dark Theme

This is a nice alternative to the default "skin" of Sublime. It comes in both light and dark flavors. You can grab it [on GitHub](#).

## Tomorrow Night

[Tomorrow Night](#) is my current favorite color scheme for syntax highlighting. I've cycled through around with quite a few in the past, but this one is really something special.

## Ubuntu Mono

I'm pretty passionate about monospace typefaces. Over the years, I've been a heavy supporter of Monaco, MS Consolas, Inconsolas, Menlo, and finally Ubuntu Mono.

Simply the greatest programming font ever made. [Download it here](#).

## Configuration

I've optimized my settings for Python development.

- Hidden sidebar.
- Disabled minimap.
- Disabled fold buttons.
- All whitespace drawn.
- Auto-trim trailing whitespace.
- PEP8-esque line rulers (79 for code, 72 for docstrings).

Here's my user config file:

```
{
  "auto_complete": false,
  "close_windows_when_empty": false,
  "color_scheme": "Packages/User/Tomorrow-Night.tmTheme",
  "draw_white_space": "all",
  "find_selected_text": true,
  "fold_buttons": false,
  "font_face": "Ubuntu Mono",
  "font_options": ["subpixel_antialias"],
  "font_size": 13.0,
  "highlight_line": true,
  "rulers": [72, 79],
  "theme": "Soda Dark.sublime-theme",
  "translate_tabs_to_spaces": true,
  "trim_trailing_white_space_on_save": true,
  "folder_exclude_patterns": [".svn", ".git", ".hg", "CVS", "_build", "dist", "build"]
}
```

## Tips

Here's a quick list of things that I didn't pick up on immediately when migrating from vim.

## Subl

Sublime text has nice mate-esque commandline launcher called 'subl' hidden in its distribution. To make it available universally:

```
$ ln -s /Applications/Sublime\ Text\ 2.app/Contents/SharedSupport/bin/subl /usr/local/b
```

Once Installed, you can run it anywhere to open a fresh project/window:

```
$ subl .
```

Due to muscle memory burn-in, I also recommend:

```
alias mate='subl -w'
```

## Shortcuts

### **Shift + Command + P: Command Palette**

This nifty window pops up and gives you a list of available commands in your current context (e.g. Package Control: Install Package).

### **Command + T: Go to File**

Pretty standard stuff. Jumps to the file you select.

### **Command + R: Go to Symbol**

Use this to hop to any symbol definition in your current file.

### **Command + P: Go to Anything**

Use this to hop to any file, symbol, or line in your current project.

## Location

On OS X, the location of the Sublime configuration is:

```
~/Library/Application Support/Sublime Text 2/
```

## Plugins

While Sublime does support Textmate Bundles, it also has a robust Python-powered plugin and extension system that allows for some very cool plugins that weren't possible with TextMate.

## Package Control

The first thing you need to install is [Package Control](#). It's essentially Homebrew for Sublime packages. It'll save you tons of time.

## Sublime Linter

This wonderful plugin gives you instant feedback about the code you're writing, as you're writing it. It has fantastic PyLint + PEP8 support out of the box. You can install it via Package Control. Learn more [on GitHub](#).

## Sublime CodeIntel

Maintained by the same developer as SublimeLint, CodeIntel gives you IDE-style functionality with intelligent code completion, import suggestions, and go-to definition support.

It's really nice to have sometimes. I typically have it disabled. Give it a spin and see what you think. You can install it via Package Control. Learn more [on GitHub](#).

## kCode and More

This old plugin is a remnant of my old PHP + Textmate work. If you write a lot of Python scripts, the 'env' and 'enc' snippets will save you a lot of typing:

```
#!/usr/bin/env python
# -*- coding: utf-8 -*-
```

The repo is [available on GitHub](#).

Other great plugins available via Package Control include HTML Encode, Gist, and Restructured Text.

Happy hacking!

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This passion for editor optimization and development aesthetics reflects deeper themes about [programming as spiritual practice](#)—creating environments that support consciousness and flow state.

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