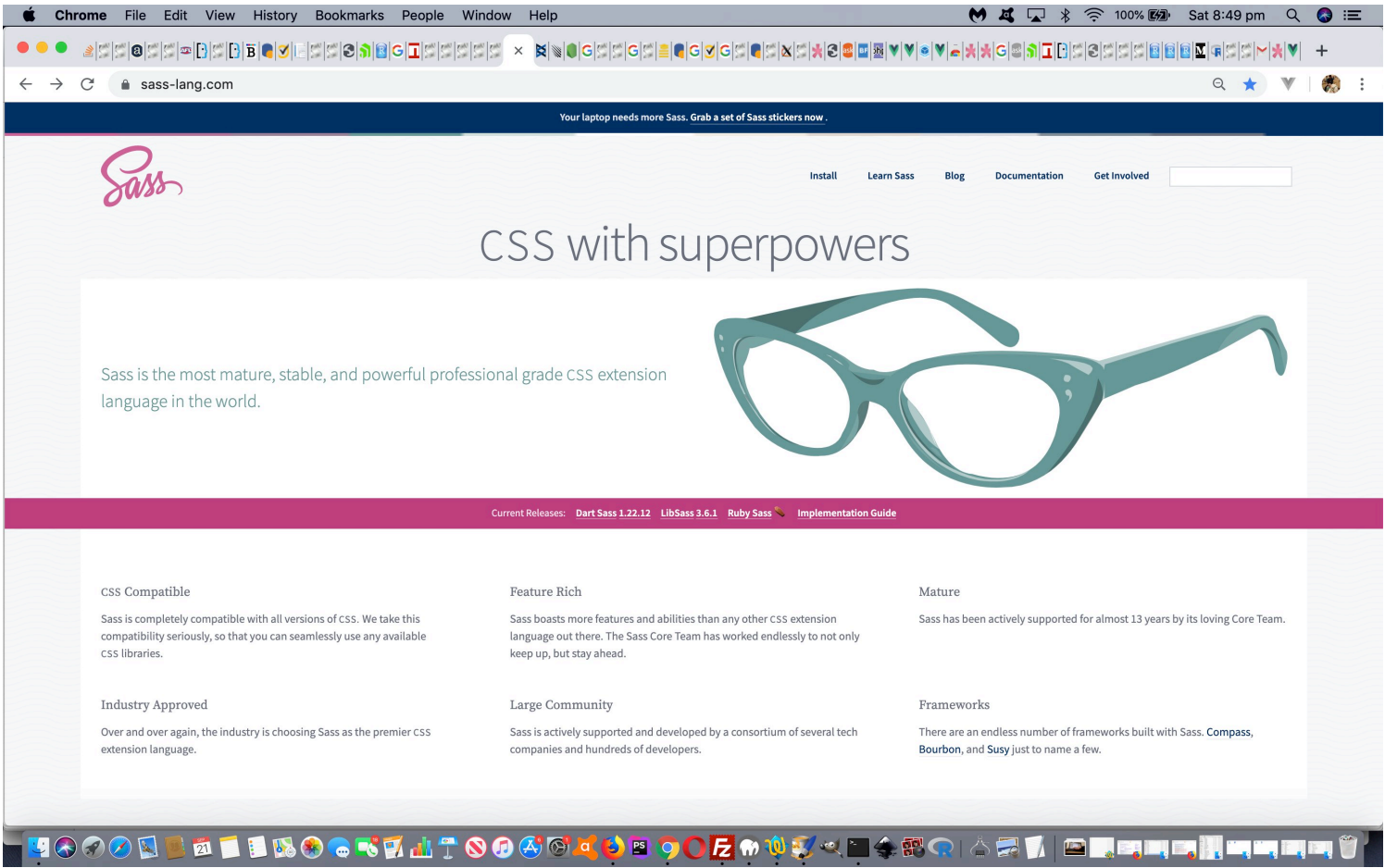




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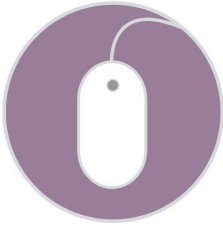
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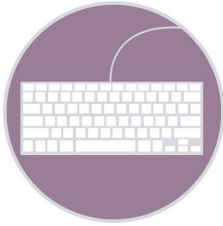
Applications



There are a good many applications that will get you up and running with Sass in a few minutes for Mac, Windows, and Linux. You can download most of the applications for free but a few of them are paid apps (and totally worth it).

- **CodeKit** (Paid) Mac
- **Compass.app** (Paid, Open Source) Mac Windows Linux
- **Ghostlab** (Paid) Mac Windows
- **Hammer** (Paid) Mac
- **Koala** (Open Source) Mac Windows Linux
- **LiveReload** (Paid, Open Source) Mac Windows
- **Prepros** (Paid) Mac Windows Linux
- **Scout-App** (Free, Open Source) Windows Linux Mac

Command Line



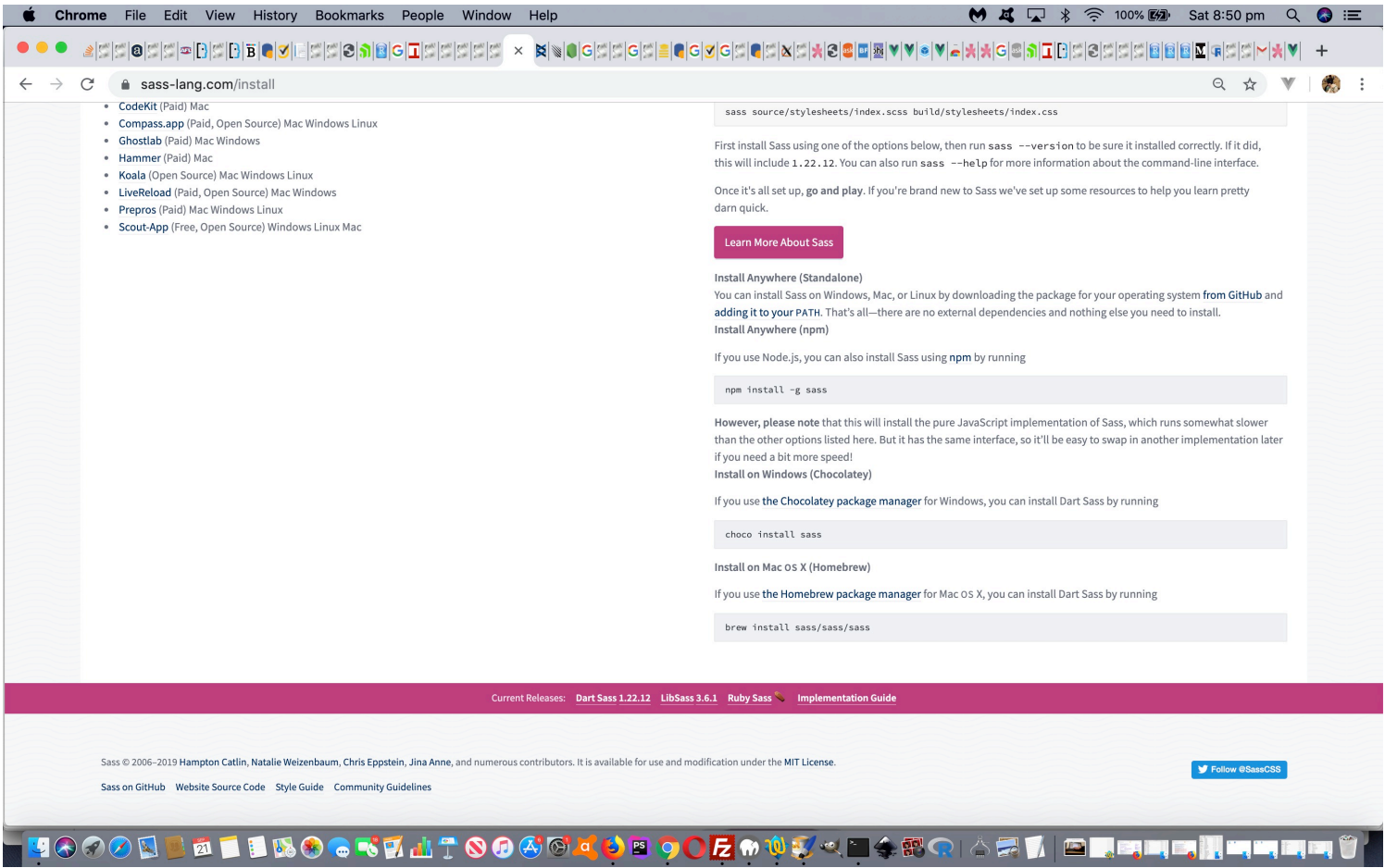
When you install Sass on the command line, you'll be able to run the `sass` executable to compile `.sass` and `.scss` files to `.css` files. For example:

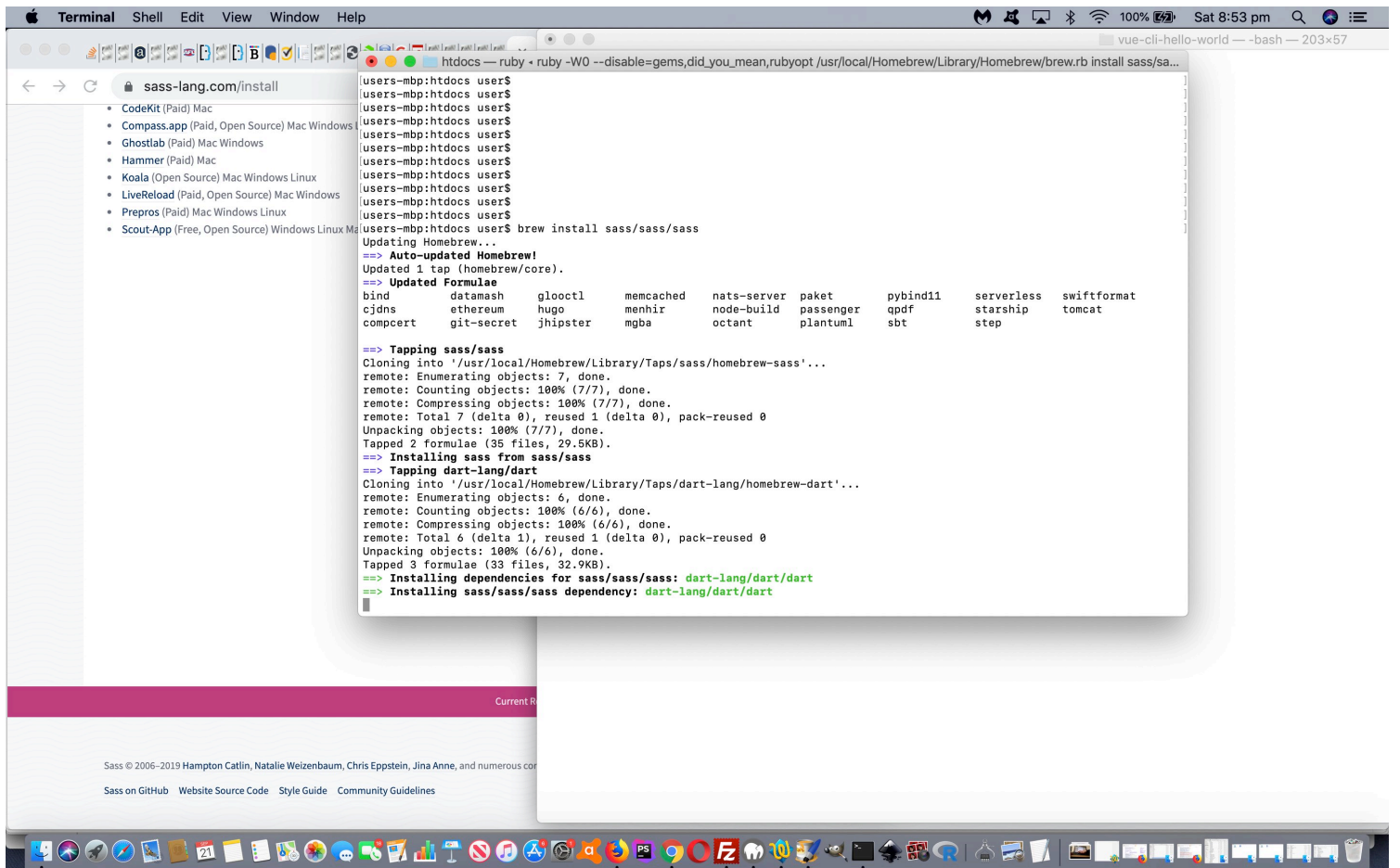
```
sass source/stylesheets/index.scss build/stylesheets/index.css
```

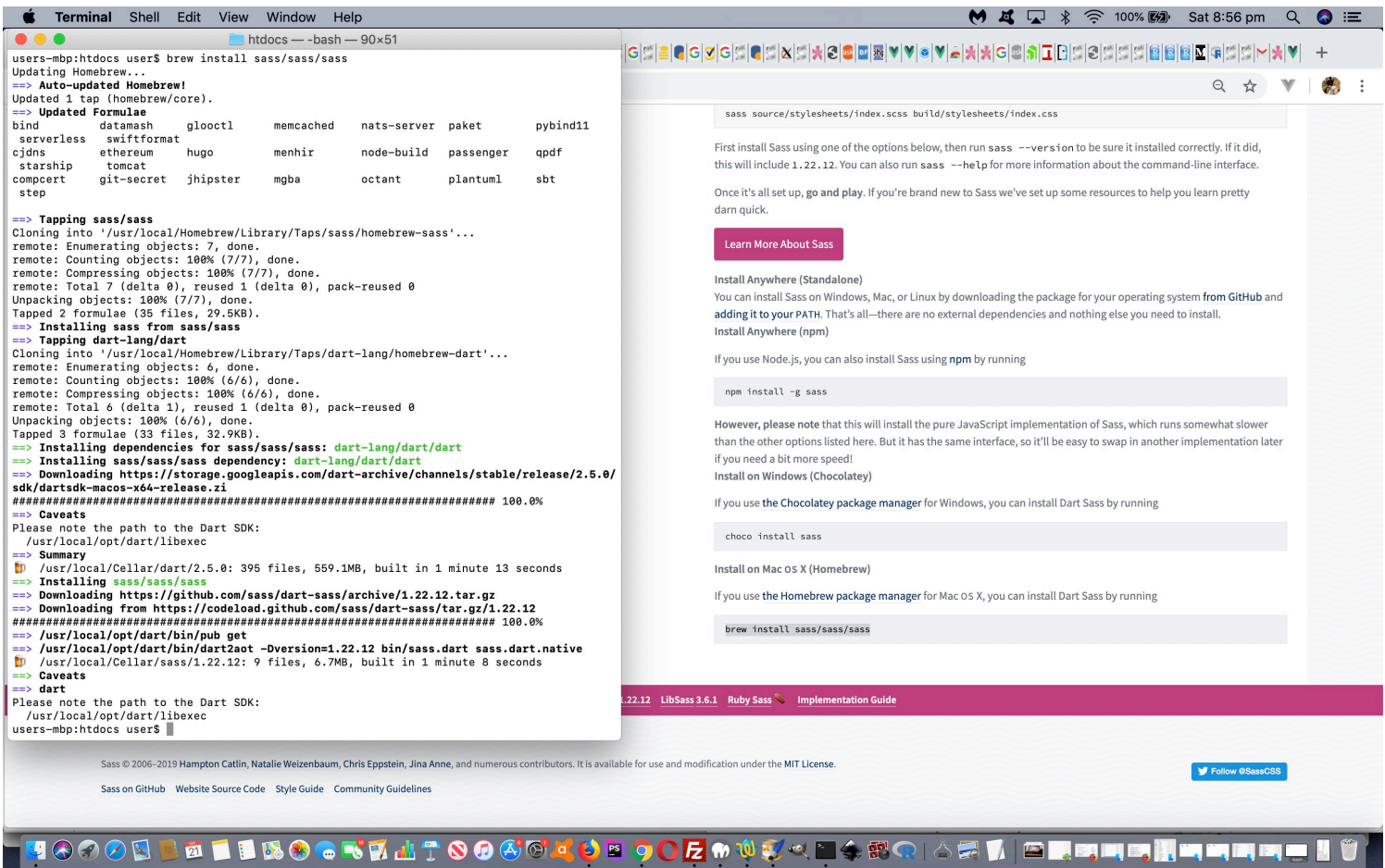
First install Sass using one of the options below, then run `sass --version` to be sure it installed correctly. If it did, this will include 1.22.12. You can also run `sass --help` for more information about the command-line interface.

Once it's all set up, go and play. If you're brand new to Sass we've set up some resources to help you learn pretty darn quick.

Learn More About Sass







```
users-mbp:htdocs user$ brew install sass/sass/sass
Updating Homebrew...
==> Auto-updated Homebrew!
Updated 1 tap (homebrew/core).
==> Updated Formulae
bind      datamash      glootctl      memcached      nats-server  paket      pybind11
serverless swiftformat
cjdns     ethereum      hugo          menhir         node-build   passenger  qpdf
starship  tomcat
compcert  git-secret    jhipster     mgba           octant       plantuml    sbt
step

==> Tapping sass/sass
Cloning into '/usr/local/Homebrew/Library/Taps/sass/homebrew-sass'...
remote: Enumerating objects: 7, done.
remote: Counting objects: 100% (7/7), done.
remote: Compressing objects: 100% (7/7), done.
remote: Total 7 (delta 0), reused 1 (delta 0), pack-reused 0
Unpacking objects: 100% (7/7), done.
Tapped 2 formulae (35 files, 29.5KB).
==> Installing sass from sass/sass
==> Tapping dart-lang/dart
Cloning into '/usr/local/Homebrew/Library/Taps/dart-lang/homebrew-dart'...
remote: Enumerating objects: 6, done.
remote: Counting objects: 100% (6/6), done.
remote: Compressing objects: 100% (6/6), done.
remote: Total 6 (delta 1), reused 1 (delta 0), pack-reused 0
Unpacking objects: 100% (6/6), done.
Tapped 3 formulae (33 files, 32.9KB).
==> Installing dependencies for sass/sass/sass: dart-lang/dart/dart
==> Installing sass/sass/sass dependency: dart-lang/dart/dart
==> Downloading https://storage.googleapis.com/dart-archive/channels/stable/release/2.5.0/sdk/dart-sdk-macos-x64-release.zip
##### 100.0%
==> Caveats
Please note the path to the Dart SDK:
  /usr/local/opt/dart/libexec
==> Summary
$ /usr/local/Cellar/dart/2.5.0: 395 files, 559.1MB, built in 1 minute 13 seconds
==> Installing sass/sass/sass
==> Downloading https://github.com/sass/dart-sass/archive/1.22.12.tar.gz
==> Downloading from https://codeload.github.com/sass/dart-sass/tar.gz/1.22.12
##### 100.0%
$ /usr/local/opt/dart/bin/pub get
$ /usr/local/opt/dart/bin/dart2aot -Dversion=1.22.12 bin/sass.dart sass.dart.native
$ /usr/local/Cellar/sass/1.22.12: 9 files, 6.7MB, built in 1 minute 8 seconds
==> Caveats
$ dart
Please note the path to the Dart SDK:
  /usr/local/opt/dart/libexec
users-mbp:htdocs user$ sass --version
1.22.12
users-mbp:htdocs user$
```

Install

Learn Sass

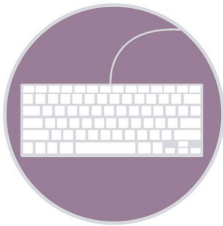
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Install Sass

Command Line



When you install Sass on the command line, you'll be able to run the sass executable to compile .sass and .scss files to .css files. For example:

```
sass source/stylesheets/index.scss build/stylesheets/index.css
```

First install Sass using one of the options below, then run **sass --version** to be sure it installed correctly. If it did, this will include 1.22.12. You can also run **sass --help** for more information about the command-line interface.

Once it's all set up, **go and play**. If you're brand new to Sass we've set up some resources to help you learn pretty darn quick.

Learn More About Sass

Install Anywhere (Standalone)

You can install Sass on Windows, Mac, or Linux by downloading the package for your operating system from [GitHub](#) and adding it to your **PATH**. That's all—there are no external dependencies and nothing else you need to install.

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Sass Basics

Before you can use Sass, you need to set it up on your project. If you want to just browse here, go ahead, but we recommend you go install Sass first. [Go here](#) if you want to learn how to get everything setup.

Preprocessing

CSS on its own can be fun, but stylesheets are getting larger, more complex, and harder to maintain. This is where a preprocessor can help. Sass lets you use features that don't exist in CSS yet like variables, nesting, mixins, inheritance and other nifty goodies that make writing CSS fun again.

Once you start tinkering with Sass, it will take your preprocessed Sass file and save it as a normal CSS file that you can use in your website.

The most direct way to make this happen is in your terminal. Once Sass is installed, you can compile your Sass to CSS using the `sass` command. You'll need to tell Sass which file to build from, and where to output CSS to. For example, running `sass input.scss output.css` from your terminal would take a single Sass file, `input.scss`, and compile that file to `output.css`.

You can also watch individual files or directories with the `--watch` flag. The watch flag tells Sass to watch your source files for changes, and re-compile CSS each time you save your Sass. If you wanted to watch (instead of manually build) your `input.scss` file, you'd just add the watch flag to your command, like so:

```
sass --watch input.scss output.css
```

You can watch and output to directories by using folder paths as your input and output, and separating them with a colon. In this example:

```
sass --watch app/sass:public/stylesheets
```

Sass would watch all files in the `app/sass` folder for changes, and compile CSS to the `public/stylesheets` folder.

Variables

Think of variables as a way to store information that you want to reuse throughout your stylesheet. You can store things like colors, font stacks, or any CSS value you think you'll want to reuse. Sass uses the `$` symbol to make something a variable. Here's an example:

SCSS	Sass	CSS
<pre>\$font-stack: Helvetica, sans-serif;</pre>		<pre>body {</pre>

Variables

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SCSS	Sass	CSS
<pre>\$font-stack: Helvetica, sans-serif; \$primary-color: #333; body { font: 100% \$font-stack; color: \$primary-color; }</pre>		<pre>body { font: 100% Helvetica, sans-serif; color: #333; }</pre>

When the Sass is processed, it takes the variables we define for the `$font-stack` and `$primary-color` and outputs normal CSS with our variable values placed in the CSS. This can be extremely powerful when working with brand colors and keeping them consistent throughout the site.

Nesting

When writing HTML you've probably noticed that it has a clear nested and visual hierarchy. CSS, on the other hand, doesn't.

Sass will let you nest your CSS selectors in a way that follows the same visual hierarchy of your HTML. Be aware that overly nested rules will result in over-qualified CSS that could prove hard to maintain and is generally considered bad practice.

With that in mind, here's an example of some typical styles for a site's navigation:

SCSS	Sass	CSS
<pre>nav { ul { margin: 0; padding: 0; list-style: none; } li { display: inline-block; } a { display: block; padding: 6px 12px; text-decoration: none; } }</pre>		<pre>nav ul { margin: 0; padding: 0; list-style: none; } nav li { display: inline-block; } nav a { display: block; padding: 6px 12px; text-decoration: none; }</pre>

You'll notice that the `ul`, `li`, and `a` selectors are nested inside the `nav` selector. This is a great way to organize your CSS and make it more readable.

Partials

You can create partial Sass files that contain little snippets of CSS that you can include in other Sass files. This is a great way to modularize your CSS and help keep things easier to maintain. A partial is simply a Sass file named with a leading underscore. You might name it something like `_partial.scss`. The underscore lets Sass know that the file is only a partial file and that it should not be generated into a CSS file. Sass partials are used with the `@import` directive.

