Toggly SolidJS / SolidStart

Solid 1.9 gates · SolidStart 2 server snapshot · hydration

Install

```
npm i @ops-ai/solid-feature-flags-toggly \
  solid-js
```

Vite + `vite-plugin-solid`. For Node-hosted SSR use the `/server` entrypoint.

Provider & Feature

```
<TogglyProvider config={{
  appKey: import.meta.env.VITE_TOGGLY_APP_KEY,
  environment: 'Production',
  flagDefaults: { 'new-dashboard': false },
  identity: 'alice', groups: ['staff'],
}}>
  <Feature feature="new-dashboard"
           loading={<p>Loading…</p>}>
    <p>New dashboard</p>
  </Feature>
  <Feature feature="new-dashboard" negate>
    <p>Classic dashboard</p>
  </Feature>
</TogglyProvider>
```

Config is read once. Change targeting with `client.setContext`. Put `loading` on one block of a pair. Empty key lists are true before negation.

Reactive API

```
const enabled = useFeatureFlag('new-dashboard')
const toggly = useToggly()
enabled() // accessor
toggly.evaluate(keys, requirement?, negate?, entity?)
toggly.client.refresh()
```

Failures expose `error()` and keep last-known defs. Owner disposal unsubscribes and closes sockets. No global client.

Variants

```
// config: { enableVariants: true }
const variant = useVariant('checkout-flow')
variant()?.name
toggly.getVariant('checkout-flow')
toggly.getVariantValue('checkout-flow')
```

Null when disabled, off, or unassigned — never a boolean fallback. Local gates can suppress but not invent a variant.

SolidStart server

```
const backend = createTogglyClient({
  appKey: process.env.TOGGLY_BACKEND_APP_KEY,
  environment: 'Production',
  verifySignatures: true,
  featureDefaults: { 'enhanced-submit': false },
})
await backend.init()

return createTogglyRequest({
  client: backend, request, context: principal,
  clientContext: {
    identity: principal.identity,
    groups: principal.groups,
  },
  frontend: {
    appKey: process.env.VITE_TOGGLY_APP_KEY,
    environment: 'Production',
    expose: ['new-dashboard'],
    flagDefaults: { 'new-dashboard': false },
  },
})
```

Separate backend vs frontend keys. Never `setIdentity` on the shared client. Dispose the request scope after `snapshot()`.

Toggly SolidJS / SolidStart

Solid 1.9 gates · SolidStart 2 server snapshot · hydration

Hydration

SolidStart serializes the server query result — do not inject JSON into script tags. Keep the Node-only entrypoint out of client modules. `VITE_` values are public and need a rebuild when changed.

Pitfalls

- UI gates do not replace server authorization.
- Disabled content is a second `Feature` with `negate` and the same gate parameters.
- Entity gates without context fail closed. Pass `TogglyEntityContext` explicitly.
- SolidStart targets Node-hosted SSR — not edge or static-export backend evaluation.

Resources

- Docs: `docs.toggly.io/sdks/javascript/solid`
- SolidStart: `/sdks/javascript/solidstart`
- Sample: `Toggly.Samples/solidjs-sdk`