# Enhanced LLM completions in the Zed editor with the Model Context Protocol (MCP)

# Zed

- https://zed.dev
- Fast VSCode successor
- builtin support for LLMs and MCP

# **LLM Completions in Zed with Chat-Al**

#### Configuration

#### OpenAI

To use Zed's assistant with OpenAI, you need to add an API key. Follow these steps:

- Create one by visiting OpenAI's console ↗
- Ensure your OpenAI account has credits
- Paste your API key below and hit enter to start using the assistant

#### chataiapikey

You can also assign the OPENAI\_API\_KEY environment variable and restart Zed.

Note that having a subscription for another service like GitHub Copilot won't work.

#### **Basics**

#### Assistant panel is Chat interface

- Used as context for completions
- Editable
- Slash Commands
  - /terminal Terminal output
  - /diagnostics insert diagnostics
  - /fetch inserts webpage as markdown

#### Ctrl+Enter for Inline Assistant

- Editors
- Terminal

#### **Demos**

- fix config
- generate terminal command
- implement function
  - write test

# **Model Context Protocol (MCP)**

- https://modelcontextprotocol.io/
- protocol to provide tools and ressources to LLMs
- developed by Anthropic
- similar to Language Server Protocol (LSP)
- uses JSON-RPC 2.0
- Client/Server
- transport: bidirectional byte-stream / stdio
  - or HTTP

# **Types of Requests**

- Ressources
  - Get data for LLM Context
- Prompts
- Tools
  - Side-Effects / Compute / Do

# **Applications**

- awesome-mcp-servers
- "official" servers
  - memory
  - git
  - fetch
  - filesystem
- docker
- web search
- code execution We are working on this!

# MCP in Zed

- https://zed.dev/blog/mcp
- Add Slash Commands for MCP server functions
- only prompts supported for now

#### A simple MCP server:

```
# inspired by
# https://github.com/modelcontextprotocol/python-sdk
from mcp.server.fastmcp import FastMCP
import uuid as uid
mcp = FastMCP("Demo")
@mcp.prompt()
def uuid() -> str:
    return f"a uuidv4 for you: {uid.uuid4()}"
```

# MCP Inspector from python-sdk useful for debugging