

Electron

Build cross platform desktop apps with JavaScript, HTML, and CSS Electron JavaScript HTML C
Chromium Node.js Electron JavaScript Windows macOS Linux—
CSS Web Web Electron Chromium Node.js,
project maintained by the OpenJS Foundation and an active community of contributors. Electron
Mac Windows Linux <https://www.electronjs.org/> <https://www.electronjs.org/docs/>
<https://github.com/electron/electron>

- [Electron](#)
- [API](#)
- [API](#)
-

Electron

Electron	Hello World	electron/electron-quick-start	app
Electron	Node.js	Node.js	
	LTS		

Electron npm Electron versioning doc Electron
 ad-hoc Electron (, x64 ia32),
 Format asar tar - Electron ASAR
 c++ , , .NET DMG macOS DMG
 Java C++ JavaScript IPC IPC Electron IPC main() renderer() JSC
 Content module (, Blink V8) "libcc" github.com/electron/libchromiumconten
 main process, commonly a file named main.js, is the entry point to every Electron app. It controls
 the life of the app, from open to close. Dock The main process is responsi
 new renderer process in the app. The full Node API is built in. package.json
 Electron : process, renderer process MAS Apple's Mac App Store For details
 app to the MAS, see the Mac App Store Submission Guide. Mojo IPC , , Chror
 chromium.googlesource.com/chromium/src/+/master/mojo/README.md native modules Native
 modules (also called addons in Node.js) are modules written in C or C++ that can be loaded into
 Node.js or Electron using the require() function, and used as if they were an ordinary Node.js
 module. JavaScript Node.js C/C++ Electron Node Electron
 Node Modules. NSIS Nullsoft Scriptable Install System Windows
 NSIS OSR OSR (Off-screen) ()
 main process, renderer process renderer process The renderer process is a browser windo
 your app. Unlike the main process, there can be multiple of these and each is run in a separate
 process. web Electron Node.js API
 autoUpdater API Squirrel userland "userland" "userspace" Unix
 Node Electron API Electron Us
 V8 C++ Electron V8 Chromium Node V8 V8 Google
 v8.dev nodejs.org/api/v8.html docs/development/v8-development.md webview webview tags are
 used to embed 'guest' content (such as external web pages) in your Electron app. They are similar
 to iframes, but differ in that each webview runs in a separate process.

API

Node.js Electron APIs Node.js Electron node () Electron familiar with the concept of main process vs. renderer process scripts to be able to use those modules. API Processes Description app Main autoUpdater Main Enable update themselves. BrowserView BrowserWindow Main : BrowserWindowProxy HTTP/HTTPS . : CommandLine Chromium Electron Cookies cookies crashReporter Main and Renderer : Debugger Chrome Renderer navigator.mediaDevices.getUserMedia API Chrome Electron Chrome Electron Chrome File H IncomingMessage HTTP/HTTPS ipcMain Main ipcRenderer Renderer MessageChannelMain MessagePortMain nativeImage Main and Chromium net Main Chromium HTTP / HTTPS netLog Logging network event powerSaveBlocker () protocol Main remote Renderer ServiceWorkers Query and receive events from a sessions active service workers. session Main cookie ShareMenu Create share menu on macOS. shell Main and Renderer APIs systemPreferences Main system preferences. macOS TouchBar : TouchBarButton os touch bar : TouchBarColorPicker macOS : TouchBarGroup macOS TouchBarOtherItemsProxy Instantiates a special "other items proxy", which nests TouchBar elements inherited from Chromium at the space indicated by the proxy. By default, this proxy is added to each TouchBar at the end of the input. For more information, see the AppKit docs on NSTouchBarItemIdentifierOtherItemsProxy Note: Only one instance of this class can be added per TouchBar. : TouchBarPopover macOS : TouchBarScrubber scrubber (TouchBarSegmentedControl : TouchBarSlider macOS : Main webContents Main web webFrame Renderer webFrameMain iframes. WebRequest <webview> frame web

API

API Processes BluetoothDevice Object Certificate Object CertificatePrincipal Object Co
CPUUsage CustomScheme DesktopCapturerSource Display Extension
FilePathWheaders GPU InputEvent Object IOCounters IpcMainEvent Object extends
IpcRendererEvent Event IpcRendererEvent Event JumpListCategory JumpListItem
KeyboardInputEvent InputEvent MemoryInfo MemoryUsageDetails MimeTypedBuffer
MouseDownInputEvent InputEvent MouseWheelInputEvent Object extends MouseInputEvent
NewWindowWebContentsEvent Event NotificationAction NotificationResponse Point Pos
PrinterInfo ProcessMemoryInfo ProcessMetric Product ProtocolRequest ProtocolResponse
ProtocolResponseUploadData Object Rectangle Object Main and Renderer Referrer Object
ScrubberItem SegmentedControlSegment SerialPort ServiceWorkerInfo SharedWorkerInfo
SharingItem ShortcutDetails Size Task ThumbBarButton TraceCategoriesAndOptions
TraceConfig UploadData UploadFile UploadRawData WebSource Object

Appveyor	Azure		Linux	macOS	Windows	Chromium	C++	
macOS	XCode	Electron	NW.js	Goma	Electron	Patches in Electron		Electr