

Building Native Apps with Node.js & Webkit

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@blunk

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Get the assets

bit.ly/node-webkit-2014

Or grab a pendrive

Native Mobile Apps with Webkit

PhoneGap

Node-Webkit

Chromium + Node.js

Chromium

NodeJS

We'll build a Remote-Controlled Youtube Client

*Using Node-Webkit
and a bunch of stuff*

Run Node-Webkit

(You should check out the readme)

Windows: run.bat

Mac: sh run.sh

Try the Developer Tools!

Isn't that awesome?

Give the Window a Title (Like "Youtube TV")

*Hint: You are looking for a
Manifest*

Adding Javascript

```
<script src="app.js"></script>
```

Turn the app into a Frameless Window

*Check the Node-Webkit wiki
(Frameless Window)*

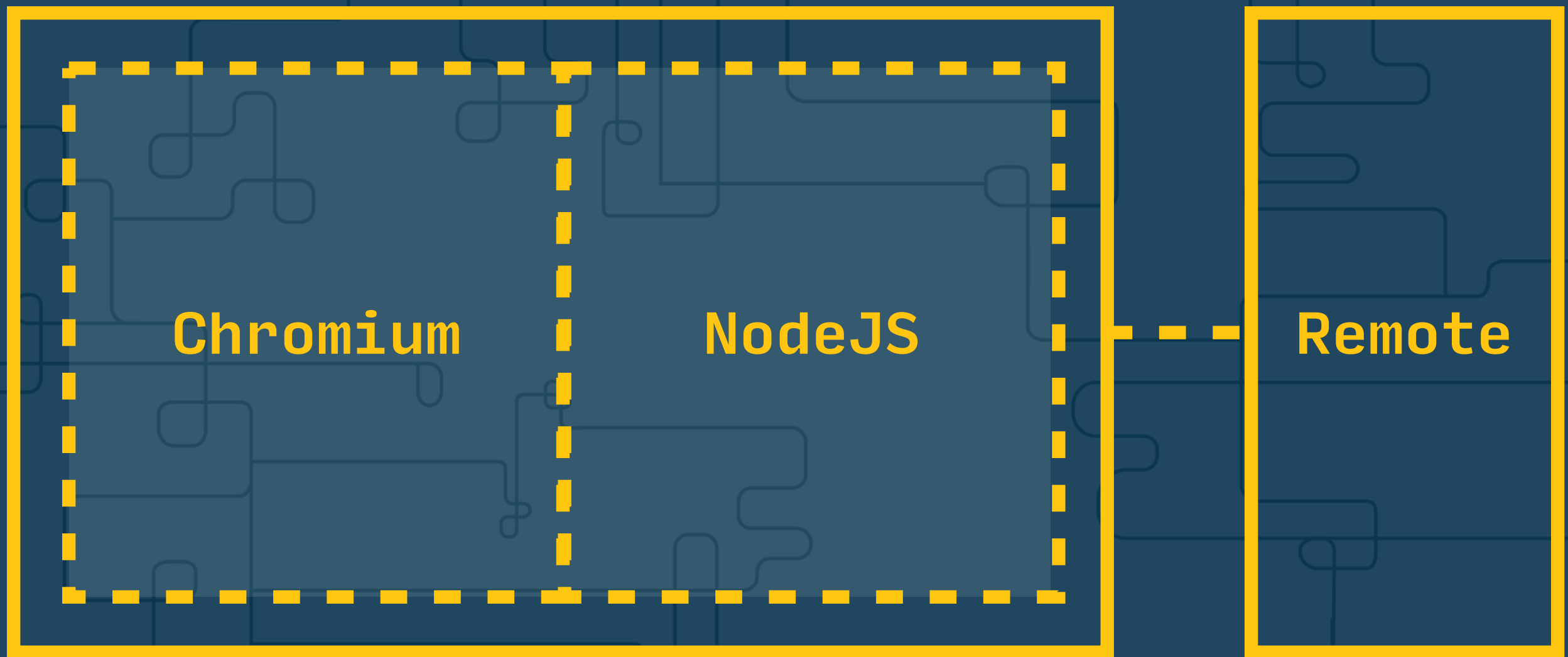
Playing Youtube Videos

```
Youtube.watch('dQw4w9WgXcQ')
```

***And now we have
a native UI :D***

A still from the movie The Godfather Part II showing Al Pacino as Vincent Corleone. He is sitting at a desk, wearing a dark pinstripe suit, a white shirt, and a gold watch. He has a serious expression and is looking slightly to the left. The desk in front of him has a glass of water and some papers. The background is dark and out of focus.

Node.js



Create a Web Server

Hint: Express is Awesome
Use Port 8000

Serve the /remote folder

*Hint: You are looking for
`express.static()`*

Build the Socket.io Server

*Listen to the 'watchVideo' event
and play the requested video*

Build the Remote

*When the user clicks on a video,
emit a 'watchVideo' event with the
id, title and thumbnail*

And that's the remote!

You can build more features on top of this, like showing which video is currently playing in the client

Recent Videos

Using a NoSQL Database

Recent Videos on the Remote

Syncing information and searches
`nosql.all(callback)`

More Stuff

Show a Notification before playing
Add a Tray Icon

Into the Wild



Building the App

Follow best practices for web
Don't zip the assets

Distributing the App

Mac: `.dmg` (`dmgcreator` / `dmgcanvas`)

Windows: `.msi` (`NSIS` / `InnoSetup`)

`nwsnapshot`

Any Questions?

Happy Hacking!