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Emscripten is a complete compiler toolchain to WebAssembly, using LLVM, with a special focus on speed, size, and the Web platform.

Porting

Compile your existing projects written in C or C++
— or any language that uses LLVM — to browsers,
Node.js, or wasm runtimes.

APIs

Emscripten converts OpenGL into WebGL, and has support for familiar APIs like SDL, pthreads, and POSIX, as well as Web APIs and JavaScript.

Fast

Thanks to the combination of LLVM, Emscripten, Binaryen, and WebAssembly, the output is compact and runs at near-native speed.

Interested to learn more? Read our About Page!

Ready to get started? Download and install the SDK and then proceed to the Tutorial!

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