



**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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