Electron Fundamentals

LEARN ABOUT ELECTRON



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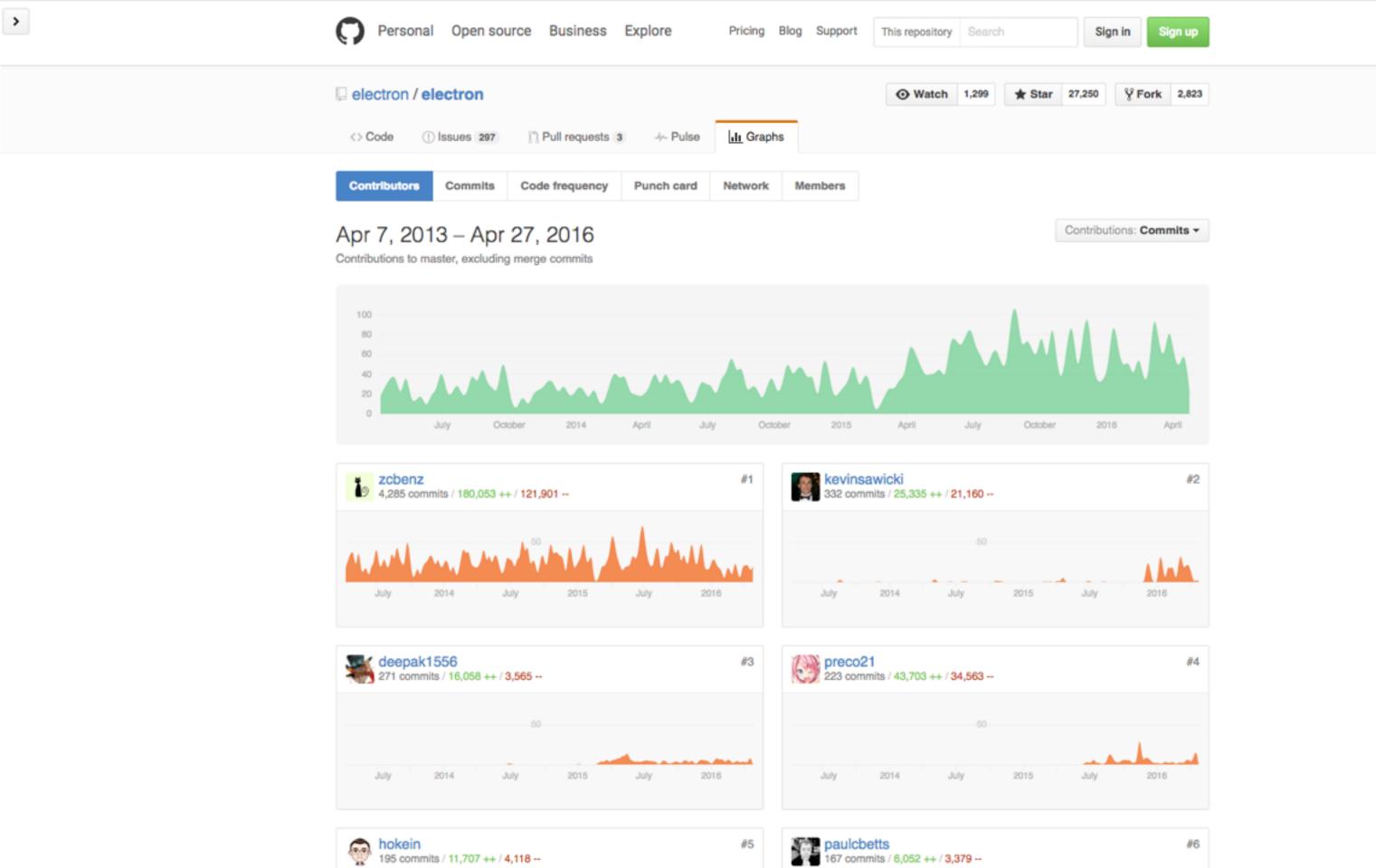


ELECTRON

Build cross platform desktop apps

with JavaScript, HTML, and CSS

Chromium: 49.0.2623.75 Electron: v1.0.1





Atom Shell is now Electron

🖺 April 23, 2015 🛛 kevinsawicki 🔊 RSS Feed

ELECTRON

Atom Shell is now called Electron. You can learn more about Electron and what people are building with it at its new home electron.atom.io.



Build cross platform desktop apps with web technologies

Formerly known as Atom Shell. Made with ♥ by GitHub.

Electron is the cross-platform application shell we originally built for the Atom editor to handle the Chromium/Node.js event loop integration and native APIs.

When we got started, our goal wasn't just to support the needs of a text editor. We also wanted to create









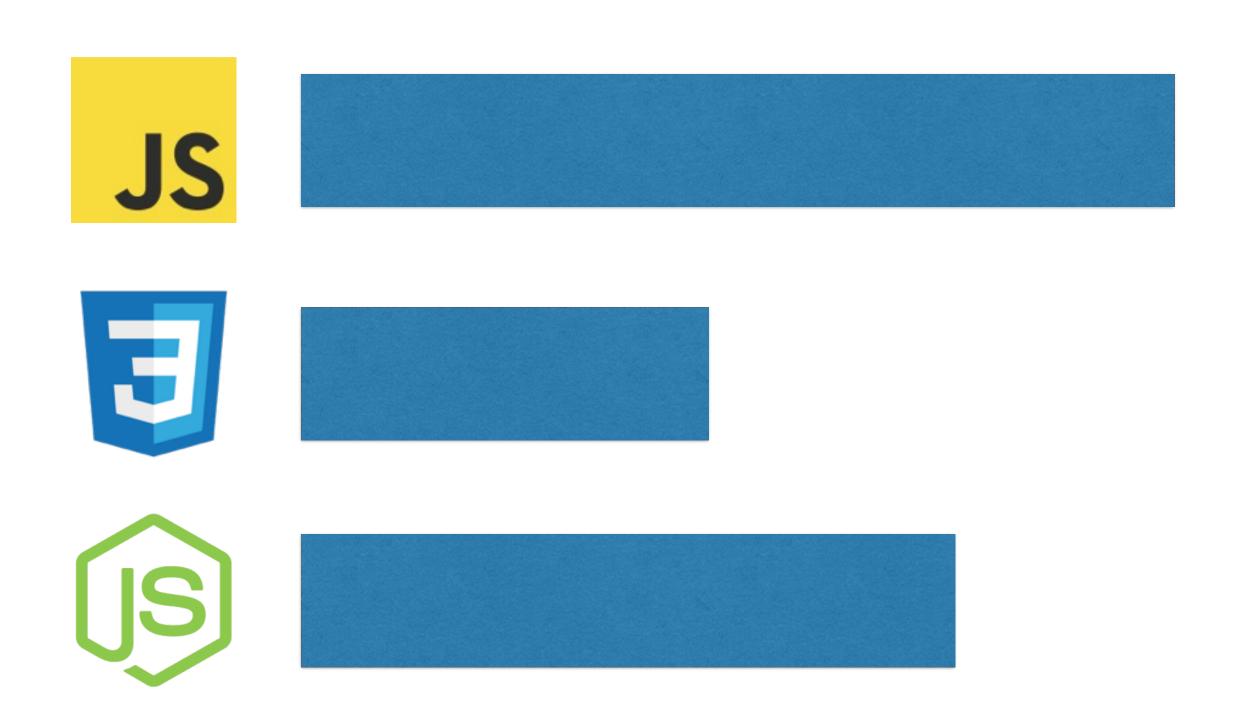




.app



Prerequisites



Why web tech?

You have web developers

You have web skills

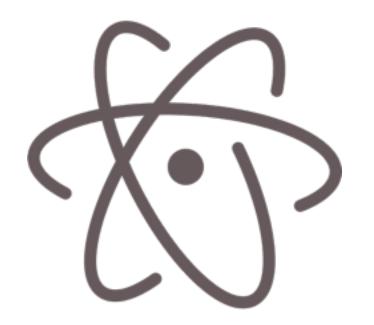
It's good tech

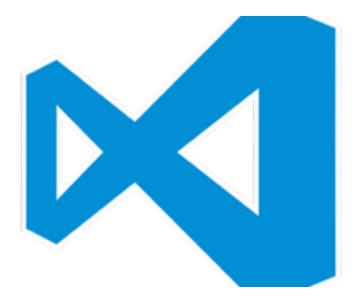
Electron allows it

Why desktop apps?

You still use compelling desktop apps
Desktop allows great features

Editors







Utilities







Browsers



What can Electron do?

Access to the filesystem,

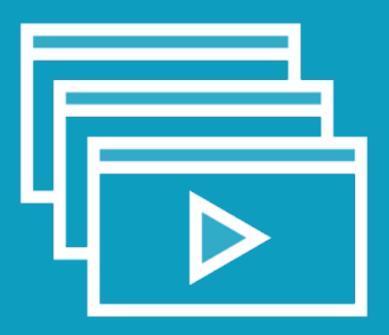




task bar, dock icons,



recent docs, media previews,



notifications,



windows,



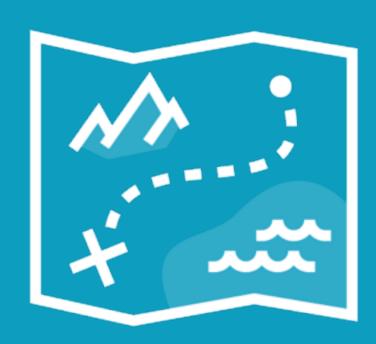
power management,



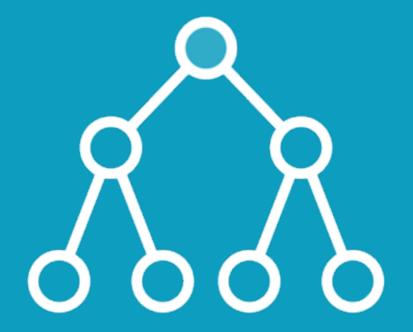
network connectivity,



native menus, shortcuts,



child_process,



offline by default,



run as an app,



node & node native modules



no security sandbox



no cross-browser concerns,



another distribution channel.

