Basics

Initiating application, packaging etc.

# Initiating, Packaging etc.

## Initiating App

Open CMD from the Application Root Folder.

C:\Users\arind>cd C:\TECH\Electron Apps\Apps\HelloWorld

Initiate npm.

C:\TECH\Electron Apps\Apps\HelloWorld>npm init

Install npm.

C:\TECH\Electron Apps\Apps\HelloWorld>npm install –-save --verbose

Install following packages globally.

C:\Users\arind>npm install -g electron

C:\Users\arind>npm install -g electron-packager

C:\Users\arind>npm install -g eslint

C:\Users\arind>npm install -g jshint

C:\Users\arind>npm install -g config

Install required electron & configuration modules locally.

C:\Users\arind>npm install electron -–save –verbose

C:\Users\arind>npm install electron-packager -–save --verbose

C:\Users\arind>npm install config –-save --verbose

Install the following two for code quality enhancement and error detection in IDE (e.g. VS Code, Atom etc.).

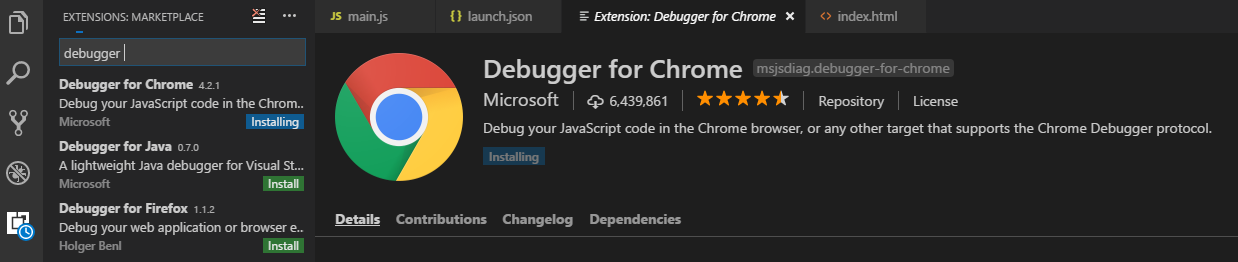
C:\TECH\Electron Apps\Apps\HelloWorld>npm install eslint –-save --verbose

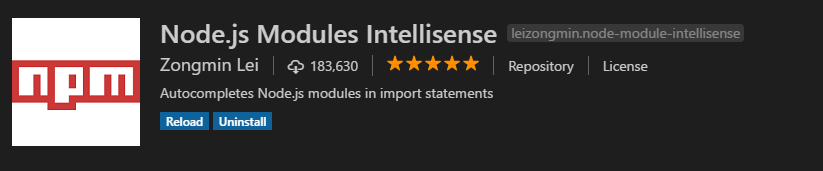
C:\TECH\Electron Apps\Apps\HelloWorld>npm install jshint –-save --verbose

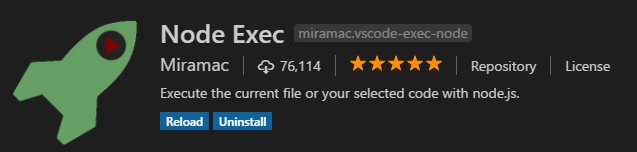
## Initiating VS Code

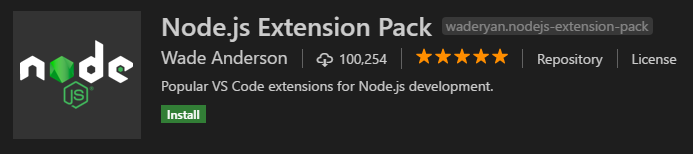
### Installing Extensions in VS Code

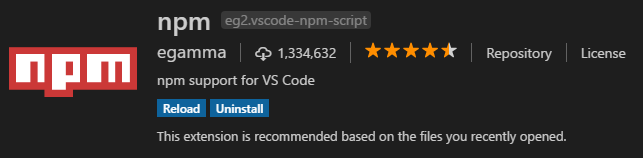
Following Extensions should be installed in VS Code.

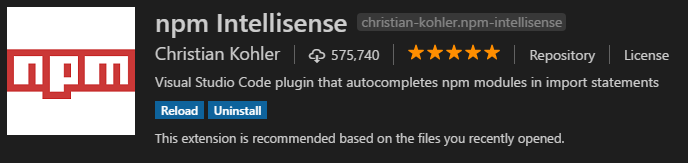


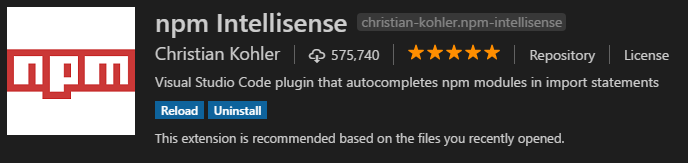


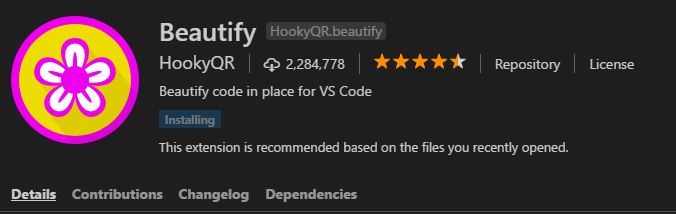


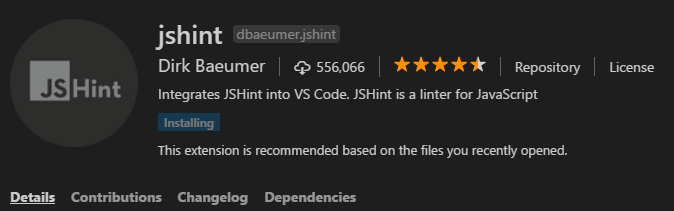


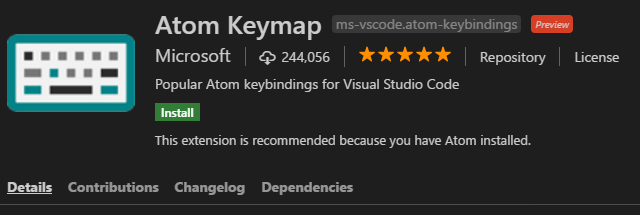




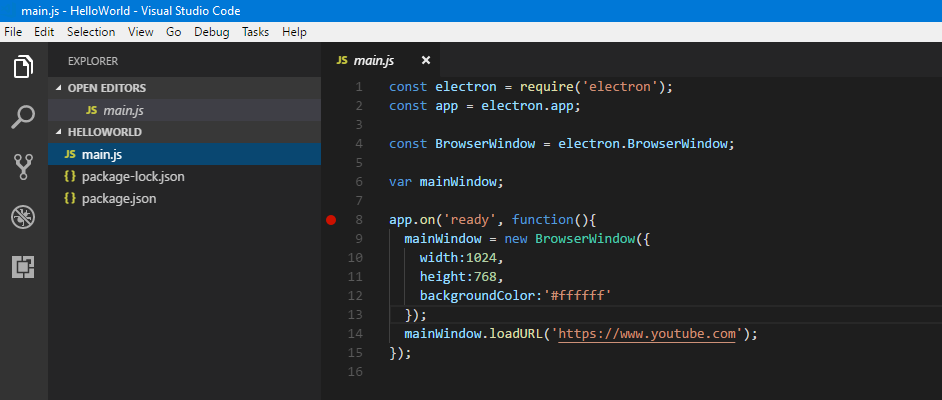






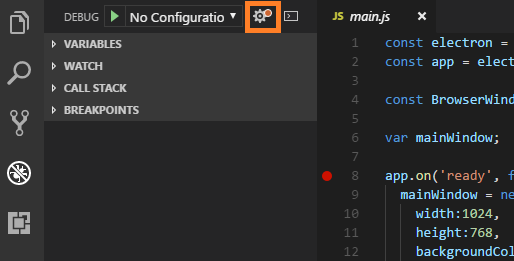


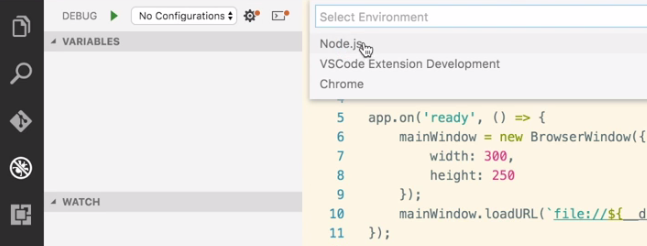
### Initiating With VS Code

Open project folder in VS Code.  


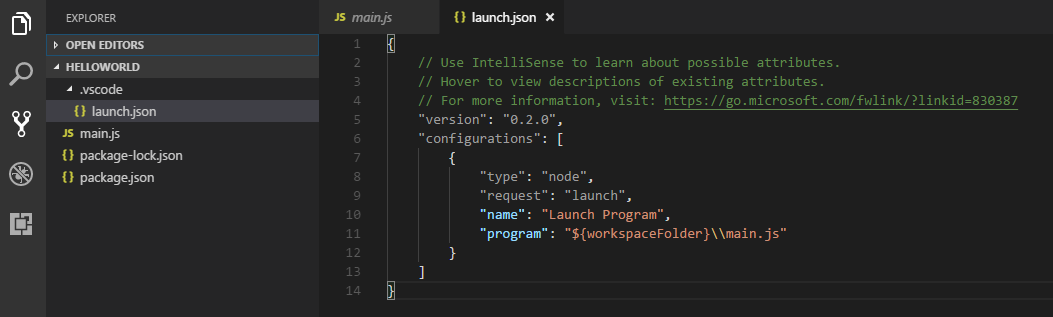
From the taskbar at the left side, click on debug. 

Click on the following tool icon to add setup files for node.js, which would add a folder named .vscode and a file launch.json inside .vscode folder.





After this, it should look like the following.



## Running & Degubbing

### Running the App

Open package.json. Modify the following part –

"scripts": {

"test": "echo \"Error: no test specified\" && exit 1"

},

to the following –

"scripts": {

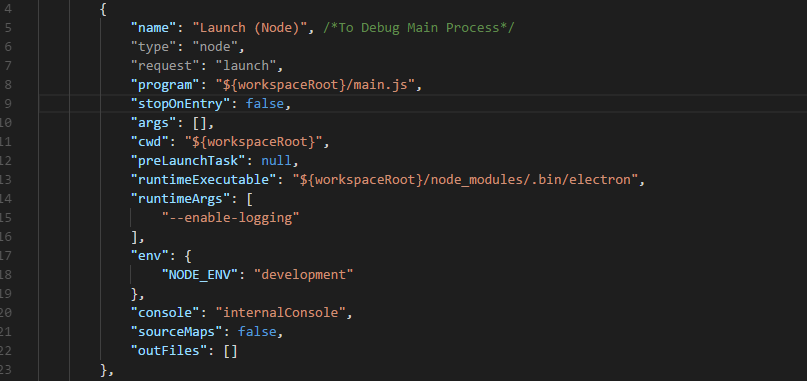
"start": "electron ."

},

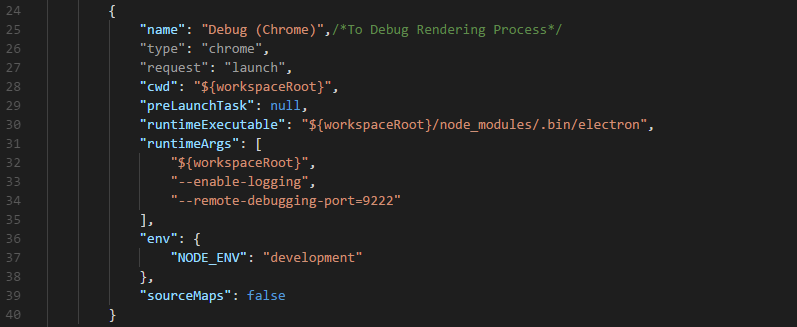
Open CMD.

C:\TECH\Electron Apps\Apps\HelloWorld>npm start

### Debugging

Use following combination to debug the main process.  


Use following combination to debug the child process.



The sample launch.json file is being scripted below.

{

"version": "0.2.0",

"configurations": [

{

"name": "Launch (Node)", /\*To Debug Main Process\*/

"type": "node",

"request": "launch",

"program": "${workspaceRoot}/main.js",

"stopOnEntry": false,

"args": [],

"cwd": "${workspaceRoot}",

"preLaunchTask": null,

"runtimeExecutable": "${workspaceRoot}/node\_modules/.bin/electron",

"runtimeArgs": [

"--enable-logging"

],

"env": {

"NODE\_ENV": "development"

},

"console": "internalConsole",

"sourceMaps": false,

"outFiles": []

},

{

"name": "Debug (Chrome)",/\*To Debug Rendering Process\*/

"type": "chrome",

"request": "launch",

"cwd": "${workspaceRoot}",

"preLaunchTask": null,

"runtimeExecutable": "${workspaceRoot}/node\_modules/.bin/electron",

"runtimeArgs": [

"${workspaceRoot}",

"--enable-logging",

"--remote-debugging-port=9222"

],

"env": {

"NODE\_ENV": "development"

},

"sourceMaps": false

}

]

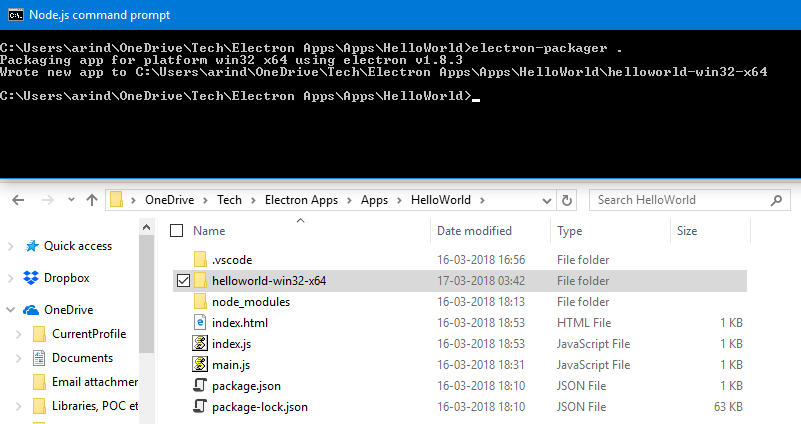
}

## Packaging Application

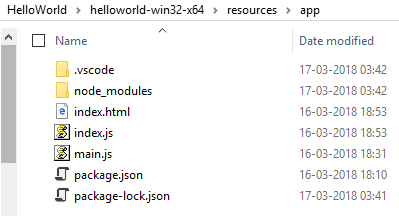
### Packaging with Source Unprotected

Following command will package the application.

C:\Users\arind\OneDrive\Tech\Electron Apps\Apps\HelloWorld>electron-packager .



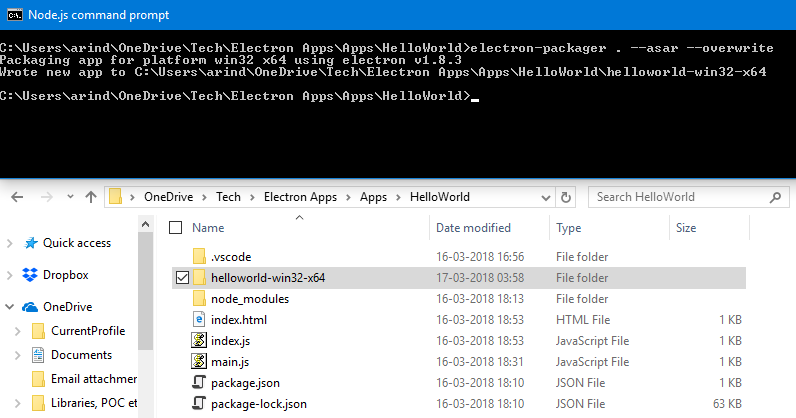
But all source codes will remain unprotected.



### Packaging with Source Protected

Following command will package the application.

C:\Users\arind\OneDrive\Tech\Electron Apps\Apps\HelloWorld>electron-packager . -–asar --overwrite



All source codes will remain protected. However, asar files could be opened in notepad.

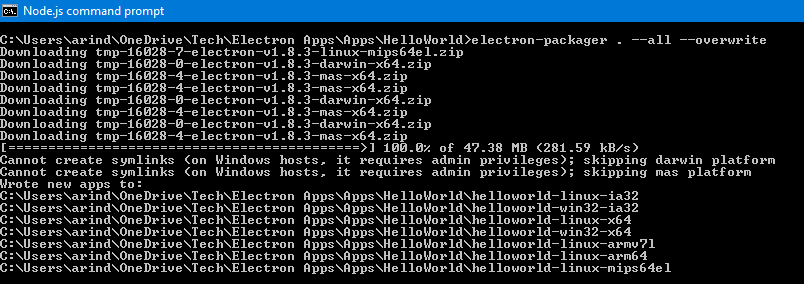


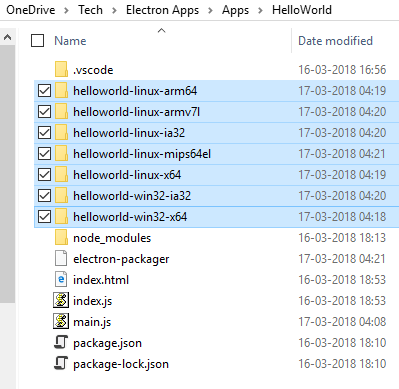


### Packaging for All Platforms

Following command will package the application for all the environment (i.e. windows, Linux etc.).

C:\Users\arind\OneDrive\Tech\Electron Apps\Apps\HelloWorld>electron-packager . -–asar -–all –overwrite





Selected folders are packages for different distributions.

## Reading from Configuration File