about:nw.js

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Start

nw.js

- previously known as node-webkit
- support Windows, OS X, Linux (Cross Platform)
- currently, based on IO.js v1.2.0
- created in the Intel Open Source Technology Center

https://github.com/nwjs/nw.js/
http://nwjs.io/

Introduction

NW.js is an app runtime based on Chromium and node.js. You can write native apps in HTML and JavaScript with NW.js. It also lets you call Node.js modules directly from the DOM and enables a new way of writing native applications with all Web technologies.

So...?

You can write local accessable native application with web. For example, Bootstrap or jQuery.

nw.js sample – FileExplorer
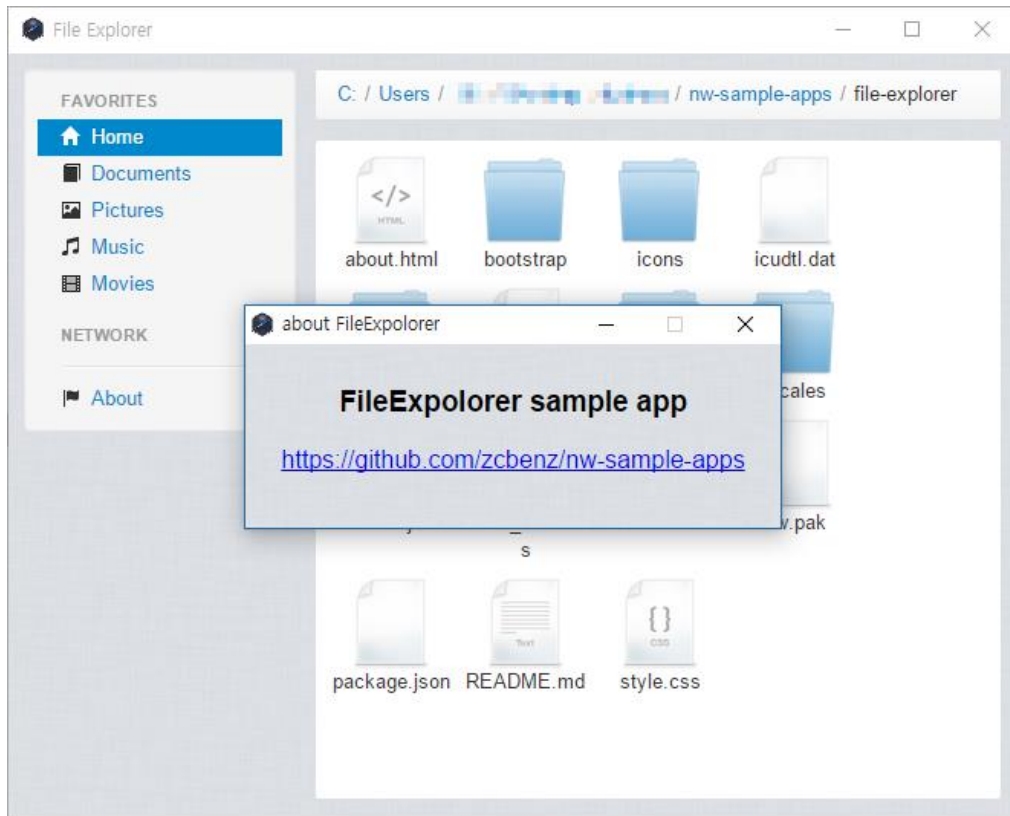

```javascript
global.$ = $;

var abar = require('address_bar');
var folder_view = require('folder_view');
var nwGui = require('nw.gui');

// append default actions to menu for OSX
var initMenu = function () {
  try {
    var nwGui = require('nw.gui');
    var nativeMenuBar = new nwGui.Menu({type: "menubar"});
    if (process.platform == "darwin") {
      nativeMenuBar.createMacBuiltin && nativeMenuBar.createMacBuiltin("FileExplorer");
    }
    nwGui.Window.get().menu = nativeMenuBar;
  } catch (error) {
    console.error(error);
    setTimeout(function () { throw error }, 1);
  }
};

var App = {
  // show "about" window
  about: function () {
    var params = {toolbar: false, resizable: false, show: true, height: 120, width: 350};
    var aboutWindow = nwGui.Window.open('about.html', params);
    aboutWindow.on('document-end', function () {
      aboutWindow.focus();
      // open link in default browser
      $(aboutWindow.window.document).find('a').bind('click', function (e) {
        e.preventDefault();
        nwGui.Shell.openExternal(this.href);
      });
    });
```

nw.js sample - webgl
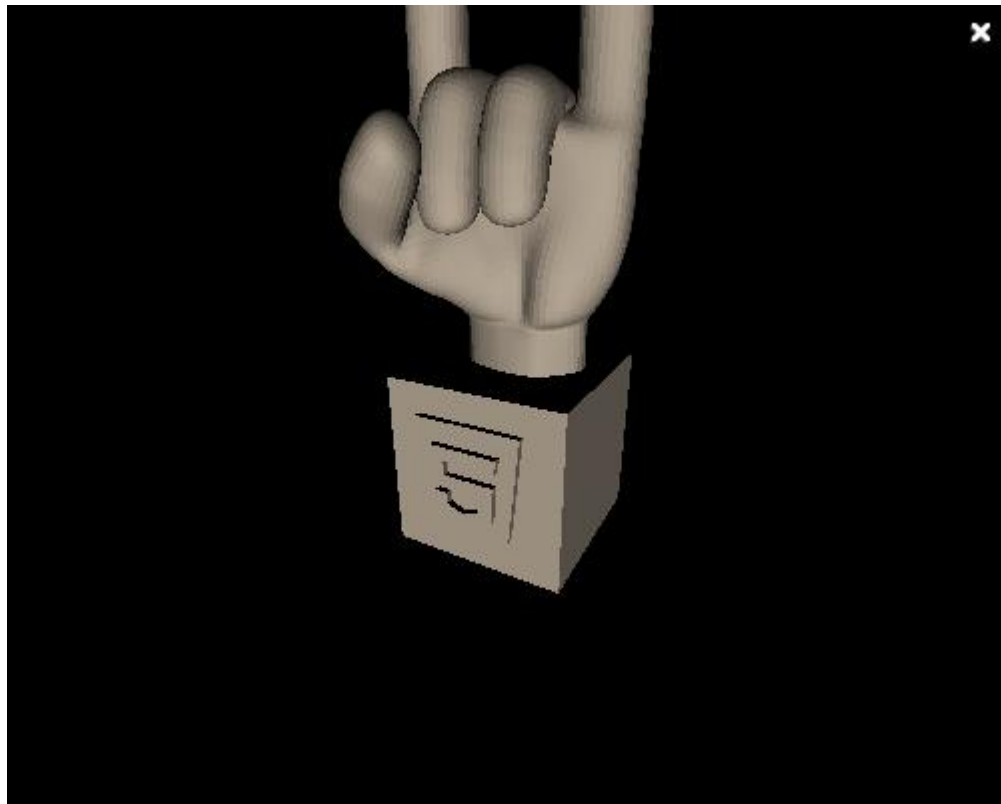

```
31    init();
32    animate();
33
34    function init() {
35        container = document.createElement( 'div' );
36        document.body.appendChild( container );
37
38        // camera
39        camera = new THREE.PerspectiveCamera( 75, SCREEN_WIDTH / SCREEN_HEIGHT, 1, 100000 );
40        camera.position.z = 75;
41
42        //scene
43        scene = new THREE.Scene();
44
45        // lights
46        var ambient = new THREE.AmbientLight( 0xffffff );
47        scene.add( ambient );
48
49        // more lights
50        var directionalLight = new THREE.DirectionalLight( 0xffeedd );
51        directionalLight.position.set( 0, -70, 100 ).normalize();
52        scene.add( directionalLight );
53
54        // renderer
55        webglRenderer = new THREE.WebGLRenderer();
56        webglRenderer.setSize( SCREEN_WIDTH, SCREEN_HEIGHT );
57        webglRenderer.domElement.style.position = "relative";
58        container.appendChild( webglRenderer.domElement );
59
60        // load ascii model
61        var jsonLoader = new THREE.JSONLoader();
62        jsonLoader.load( "obj/html5rocks.js", function( geometry ) { createScene( geometry ) } );
63
64    }
```

Demo