

# autoUpdater API

```
autoUpdater.on('checking-for-update', () => {
  console.log('The autoUpdater is checking for an update')
})

autoUpdater.on('update-available', () => {
  console.log('The autoUpdater has found an update!')
})

autoUpdater.on('update-available', () => {
  console.log('The autoUpdater has found an update and is now downloading it!')
})

autoUpdater.on('update-not-available', () => {
  console.log('The autoUpdater has not found any updates :(')
})

autoUpdater.on('update-downloaded', (event, notes, name, date) => {
  console.log('The autoUpdater has downloaded an update!')
  console.log(`The new release is named ${name} and was released on ${date}`)
  console.log(`The release notes are: ${notes}`)

  // The update will automatically be installed the next time the
  // app es. If you want to, you can force the installation
  // now:
  autoUpdater.quitAndInstall()
})
```

# electron-builder

- Solution pour packager et construire une app prête à être distribuée pour MacOS, Windows et Linux
- Code signing + Notarizing (macOS Catalina **new**)
- Nombreux formats de package
  - **Windows** : nsis (Installer), nsis-web (Web installer), portable (portable app without installation), AppX (Windows Store), Squirrel.Windows.
  - **macOS** : dmg, pkg, mas
  - **Linux** : AppImage, snap, debian package (deb), rpm, freebsd, pacman, p5p, apk
- Définition des icônes de l'application