Electron
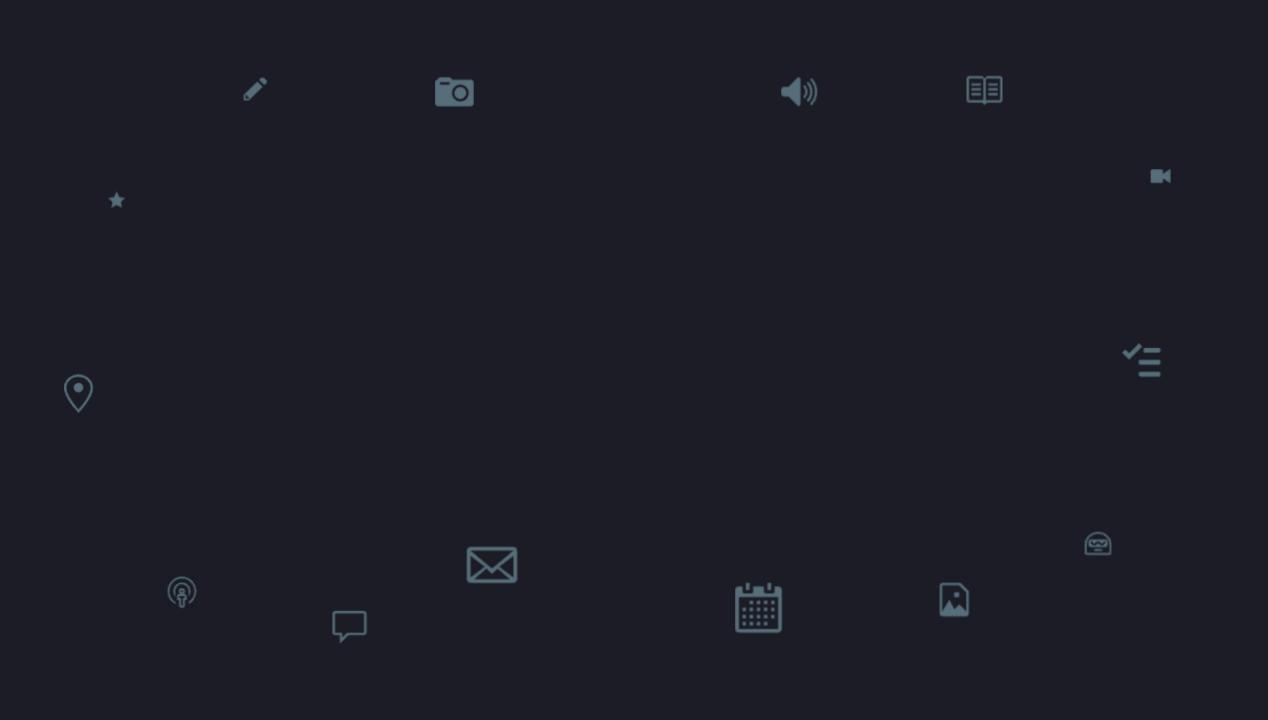
Creating a new project

https://www.electronjs.org/

| **Clone** a GitHub **repo** if you want
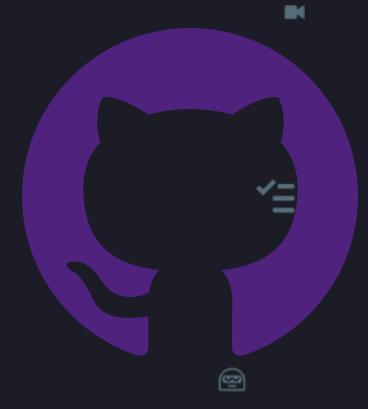
| And let's **initialize** the **project**

```
npm init -y
```

| Let's **install** the **dependencies**

```
npm install --save-dev electron
npm install --save-dev @electron-forge/cli
```

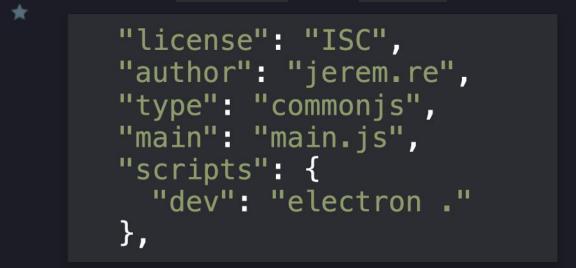| **Create** a **.gitignore** with **Node.js**

| Append with **VSCode**, then **type**:

```
echo >> .gitignore && echo '# CUSTOMS' >> .gitignore && echo '.DS_Store' >> .gitignore && echo 'Thumbs.db' >> .gitignore
```

| Go on, **edit** `package.json`

| Add `main` & `dev` lines:

```json
"license": "ISC",
"author": "jerem.re",
"type": "commonjs",
"main": "main.js",
"scripts": {
    "dev": "electron ."
},
```

| **Initialize** the **packaging tool**

```
npx electron-forge import
```

| **Place** your **icon** in a folder

(`./assets/img/` *recommended*)
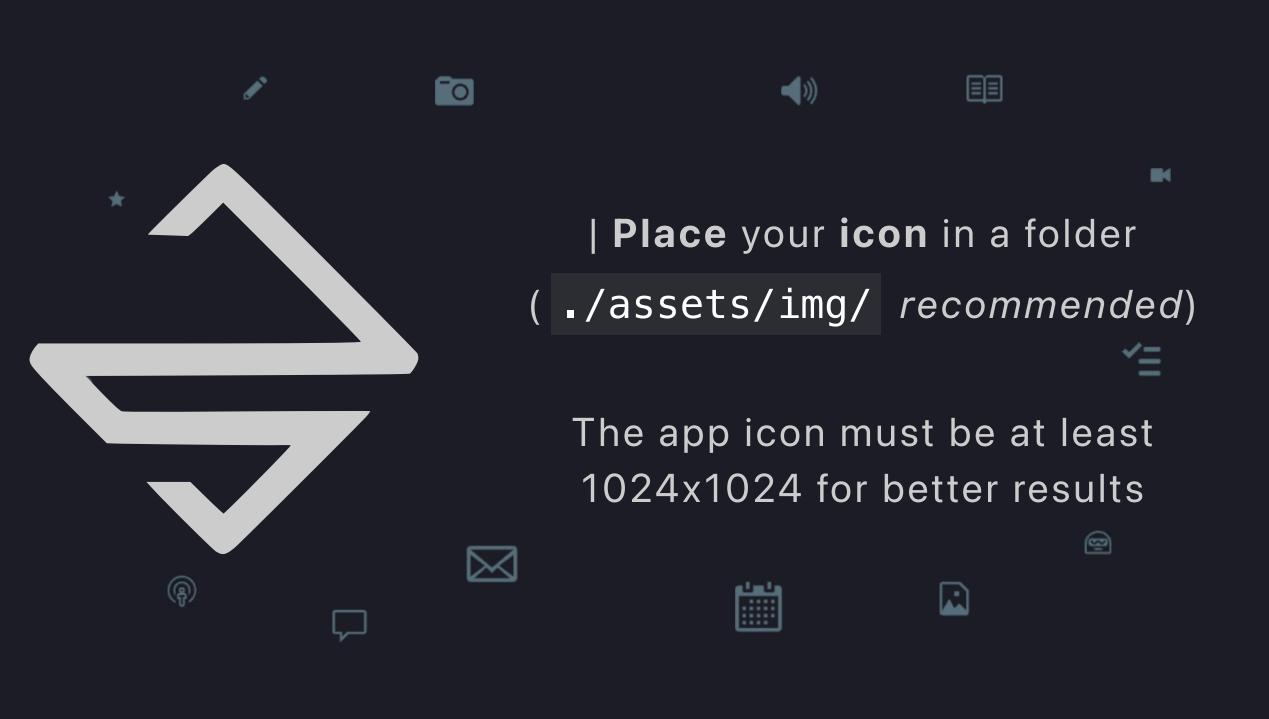
The app icon must be at least
1024x1024 for better results

| Let's install an icon generator

```
npm install --save-dev electron-icon-builder
```

| By the way generate the icons

```
./node_modules/.bin/electron-icon-builder --input=/path/to/icon.png --output=res
```

| In `forge.config.js`, let's add:

```
packagerConfig: {
    // The app icon.s must be placed in the following folers or wherever:
    icon: 'path/to/the/mac/icon'
    icon: 'path/to/the/windows/icon'
    icon: '...'
    // The icon.s must be in the same folder that the one above
    // AND.. the extension is not required here, voilààà
},
```

| **Bootstrap** integration
| **Bootswatch** integration

Untouched version of **BootStrap** files here (5.3.3)

Version of the **Bootswatch Sketchy** theme here (slightly touched cause the **fonts refused to work**)

Speaking of which, here are the choosen ones..

| The `head` tag of `index.html` without the title

```html
<head>
    <meta charset="UTF-8" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <link rel="stylesheet" type="text/css" href="assets/css/bootstrap.css">
    <link rel="stylesheet" type="text/css" href="assets/css/bootswatch.css">
    <link rel="stylesheet" type="text/css" href="assets/css/style.css">
    <link rel="shortcut icon" href="assets/img/fav.png" type="image/x-icon">
</head>
```

| The part before the closing `body` tag

```html
        <script src="assets/js/app.js"></script>
        <script src="assets/js/bootstrap.js"></script>
        <script src="./renderer.js"></script>
```

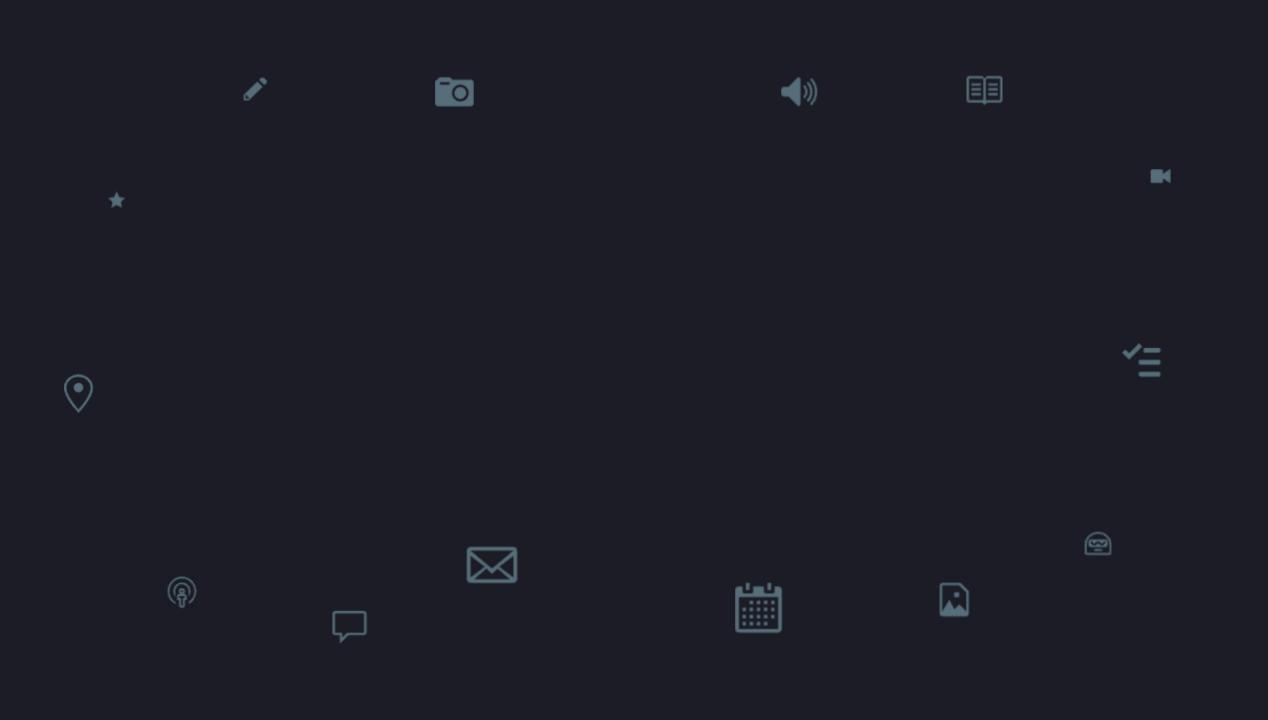| The `main.js` file to **run** the **application** looks like this:

```javascript
// Initialize & declare the prerequisites
const { app, BrowserWindow } = require('electron/main')

// Create a new window
const createWindow = () => {
    const win = new BrowserWindow({
        // Show the icons to close or minimize the window when hovering the top corner
        titleBarStyle: 'customButtonsOnHover',
        // Move a little bit these icons to work with the design
        trafficLightPosition: { x: 8, y: 8 },
        // Set big dimensions to make the window as big as the device's screen
        width: 99999,
        height: 99999
    })

    // Loading the created window with this HTML
    win.loadFile('index.html')
}
```
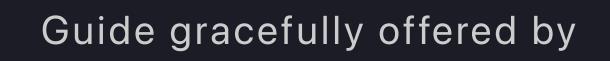
| And also looks like this..
(*not enough space on the previous slide* 😉)

```javascript
// Launch the window when the app is ready
app.whenReady().then(() => {
    createWindow()

    // Mac part: ensure the default closing behaviour is respected
    app.on('activate', () => {
        if (BrowserWindow.getAllWindows().length === 0) {
            createWindow()
        }
    })
})

// Windows & Linux part: ensure the app quits when the close button is fired
app.on('window-all-closed', () => {
    if (process.platform !== 'darwin') {
        app.quit()
    }
})
```

Annnnnnnd..
Let's coooooode
!!!!!!!

Guide gracefully offered by

https://www.jerem.re/

MMXXV