WEBSTORM BLOG

Getting started with Electron in WebStorm

Posted on May 18, 2016 by Ekaterina Prigara. Updated on December 14, 2017

Electron allows you to build cross platform applications using only JavaScript, HTML and CSS (or ECMAScript 6, TypeScript, CoffeeScript or any language that compiles to JavaScript). It provides lots of native OS APIs for things like OS notifications or automatic updates.

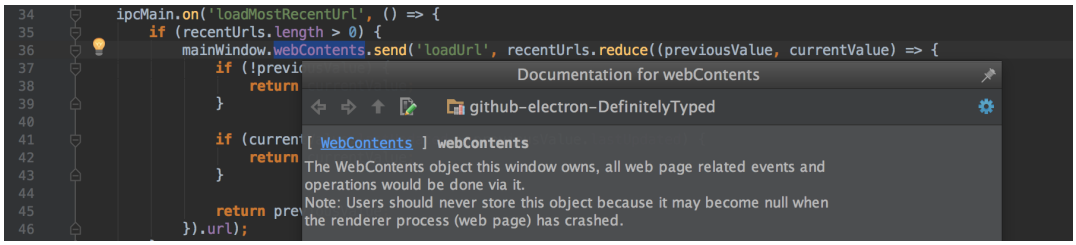
There are several well-known apps that use Electron, for example Slack and Atom, as well as a great number of open-source apps built on Electron that you can learn from.

Let's have a look at how you can set up your workflow with the Electron app in WebStorm: how to enable the coding assistance and how to run and debug Electron application.

Configuring code completion

Updated on June 27, 2017: The coding assistance for the Electron APIs is provided via the *electron.d.ts* TypeScript definition file. Starting with Electron v1.6.9 this file is included in the electron node module.

If you have electron listed as a project dependency, WebStorm can automatically locate this file in the *node_modules* folder.



But if electron is installed as a global dependency, to get the proper code completion you need to add *electron.d.ts* as a JavaScript library. For that go to *Preferences | Languages and Frameworks | JavaScript | Libraries,* click *Add...* and specify the path to this file located in the global *node_modules/electron* folder. You can also download the file manually from the GutHub and link to it.

To get code completion for Node.js APIs, go to *Preferences | Languages and Frameworks | Node.js and npm* and click *'Enable coding assistance'*.

Running and debugging Electron app

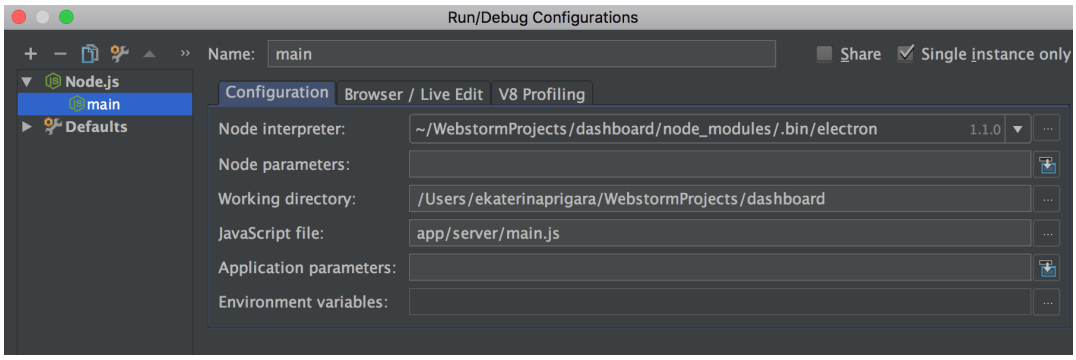
In Electron, there are 2 types of processes: the *main* process, which manages the web pages of your application and handles system events, and the *render* process, which is related to every individual page of the app and hosts most of the application logic.

Running and debugging the main process

If you want to see what happens on application start, you need to debug the main process.

Create a new Node.js run/debug configuration, and specify the path to the Electron executable in the Node.js interpreter field and the path to the app's main JavaScript file. That's it!

Save the configuration, put the breakpoints and press Debug. Or, press Run to simply start the app.



Electron executable is what you use to start your Electron app from the command line.
If you have installed Electron (the *electron-prebuilt* package) locally, it should be located in your project node_modules under *.bin* folder. On OS X and Linux that should be electron, while on Windows it's *electron.cmd*. You can also specify the path to the globally installed Electron.

The path you need to specify in the JavaScript file field is the path to the app startup file – the same file you have in the *main* field of your *package.json*.

Debugging packaged apps

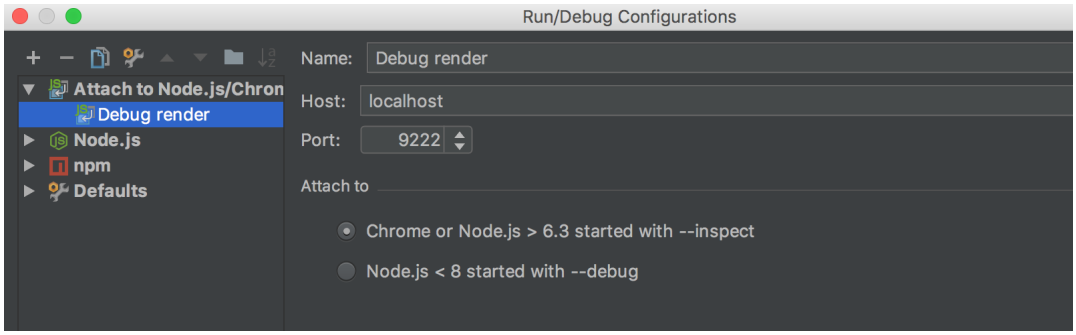
You can also debug packaged Electron apps – just make sure you specify the path to Electron inside the built app in the Node.js run/debug configuration. For example, for a built OS X app, that would be *your_app.app/Contents/MacOS/your_app*; for a built Windows app it's *your_app-win32-x64/your_app.exe*.

Debugging the render process

Update for Electron 1.6+: `--remote-debugging-port` option doesn't work with Electron 1.6 and higher (please follow this GitHub issue).

Instead, you need to add `app.commandLine.appendSwitch('remote-debugging-port', '9222')` to the app's main.js file and then start your app.

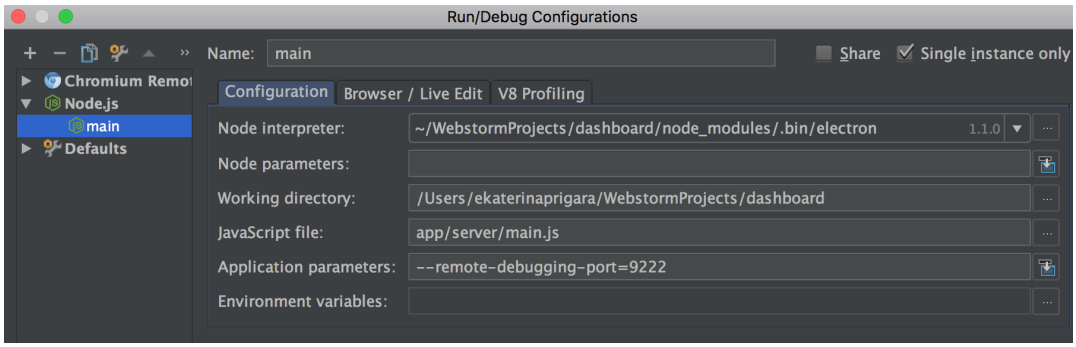
Create a new debug configuration of the *Attach to Node.js/Chrome* type (in WebStorm 2017.2 or earlier it's called Chromuim *Remote*) and specify the port number – 9222 (or a different port you've used).



Once the app is running, start this new configuration to attach to the render process.

If you're using Electron version lower than 1.6, start the app with an additional option `--remote-debugging-port=9222` (select any port you like).

You can either add this option in the Application parameters field in the previously created Node.js configuration for the main process and use it to start the app, or run the app from the command line with this option. Then use an Attach to Chrome/Node.js configuration as described above.



You can also start debug sessions for both configurations. In this case the breakpoints would be hit both in render and main processes.

Debugging TypeScript Electron apps

If you're writing your app in TypeScript (or actually any language that you then compile to JavaScript) and want to debug it, make sure that the compiler generates source maps. For example, for TypeScript, add `"inlineSources": true, "sourceMap": true` in the project *tsconfig.json* file.

Debugging apps with Webpack

Please don't forget to add `devtool: 'source-map'` option to your *webpack.config.js* file, when you want to debug Electron apps built using Webpack.

– JetBrains WebStorm Team

About Ekaterina Prigara
Ekaterina Prigara is WebStorm product marketing manager at JetBrains. She's passionate about new technologies, UX and coffee.
View all posts by Ekaterina Prigara →

This entry was posted in Tutorials and tagged Electron, TypeScript. Bookmark the permalink.

99 Responses to *Getting started with Electron in WebStorm*

Bob Cochran *says:*
May 21, 2016 at 2:34 pm

Thank you for providing this. I have been playing with Electron recently and wondered how to import and test an Electron project in Webstorm.

Reply

Ekaterina Prigara *says:*
May 23, 2016 at 11:18 am

Thanks! You can find a bit more info on testing with electron-mocha here: https://youtrack.jetbrains.com/issue/WEB-21636 This is supported in WebStorm 2016.2 EAP: http://blog.jetbrains.com/webstorm/2016/05/webstorm-2016-2-eap-162-232/

Reply

Cameron *says:*
May 31, 2016 at 9:30 pm

How do you debug the main and renderer at the same time, like you mentioned?

Reply

Ekaterina Prigara *says:*
June 1, 2016 at 9:29 am

You just start the debug session for the main process and the debug session for the render process.

Reply

jdawg *says:*
November 17, 2016 at 2:35 am

Can you elaborate please with an example?

Reply

Ekaterina Prigara *says:*
November 17, 2016 at 12:40 pm

Please do the steps described in the blog post in sections ‘Running and debugging the main process’ and `Debugging the render process`. Start the first configuration and then start the second configuration (do no stop the first one). That’s it.

Reply

David Cotter *says:*
June 2, 2016 at 11:08 am

Once small typo: the “dash dash” has been replaced by one “long dash”: see below. This stops debugging working

To debug the render process of the app in WebStorm, first start the app with an additional option –remote-debugging-port=9222
should be
–remote-debugging-port=9222

Reply

David Cotter *says:*
June 2, 2016 at 11:09 am

Same thing happening in my comment but not that you need “dash dash” not “long dash” before remote-debugging-port – thanks

Reply

Ekaterina Prigara *says:*
June 2, 2016 at 11:32 am

Thank you, fixed!

Reply

Sascha *says:*
June 13, 2016 at 5:01 pm

How does this work in Intellij 16: When clicking on Add… there is no way to download anything. What am I missing?

Reply

Ekaterina Prigara *says:*
June 13, 2016 at 5:04 pm

Sorry, my bad, it's the Download… button. Fixed in the post.

Reply

Sascha *says:*
June 15, 2016 at 6:58 am

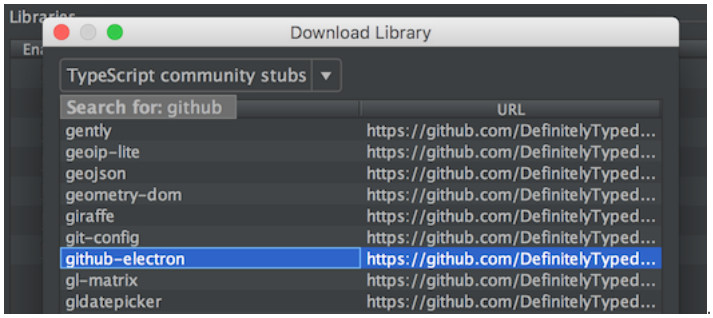
Hi Ekaterina

Thanks. Interestingly, I do not see a github-electron entry in the downloads list. What am I doing wrong?

Reply

Ekaterina Prigara *says:*
June 15, 2016 at 12:37 pm

Hmm, that's quite weird. It should look like this:



Reply

Sascha *says:*
June 15, 2016 at 1:25 pm

Thanks. It works now.

Don't know what the problem was. I restarted IntelliJ , deleted jsLibraryMappings.xml in .idea folder of the project, and after that: voilà!

Fred Vader *says:*
July 16, 2016 at 8:12 am

Regarding using TypeScript; I had webstorm insert the default tsconfig.json file for me and also went into Preferences-> Lang & Frameworks > TypeScript and checked Enable TS Compiler and Use tsconfig.json.

Do I also need to add typescript to my package.json as shown below? Thanks!

"devDependencies": {
"electron-packager": "^7.3.0",
"electron-prebuilt": "^1.2.7",
"concurrently": "^2.0.0",
"lite-server": "^2.2.0",
"typescript": "^1.8.10",
"typings":"^1.0.4"
}

Reply

Ekaterina Prigara *says:*

July 18, 2016 at 2:16 pm

You can use either a built-in TypeScript compiler, then you don't need to have TypeScript installed in node_modules, or set up some other build tool like Gulp, then you do need it.

Reply

Marius *says:*
August 22, 2016 at 6:23 pm

I'm having some problems running the process. All I get is "CreateProccess failed with error 193 (no message available).

My settings:
Node interpreter: C:\Code\Webstorm\Electron\Lab\node_modules\.bin\electron
Working directory: C:\Code\Webstorm\Electron\Lab
JavaScript file: app.js

I'm running Windows 10

Any one know what I can do to get around this problem?

Reply

Marius *says:*
August 22, 2016 at 6:26 pm

I just found out that I had to use the electron.cmd, it works now.

Reply

Brandon *says:*
March 26, 2017 at 10:50 pm

Thanks Marius, that is very helpful.

Reply

Ekaterina Prigara *says:*
August 23, 2016 at 9:54 am

It seems that the path to Electron is incorrect, please try
C:\Code\Webstorm\Electron\Lab\node_modules\.bin\electron.cmd

Reply

Peter *says:*
September 19, 2016 at 2:06 am

The main process works for me, but no breakpoints are hit in the renderer.
I'm using typescript and I'm using the latest EAP version (WebStorm 2016.3 EAP
Build #WS-163.4396.14, built on September 14, 2016)

Reply

Ekaterina Prigara *says:*
September 19, 2016 at 12:25 pm

Do you have "inlineSources": true, "sourceMap": true options in your tsconfig.json?
Did that work in WebStorm 2016.2? Can you please send us more details on our project configuration and breakpoints location via https://youtrack.jetbrains.com/issues/WEB Thanks!

Reply

Peter *says:*
September 19, 2016 at 3:13 pm

I found an issue which has the same problem as me but hasn't been answered since posted in March https://youtrack.jetbrains.com/issue/WEB-20976

Can you please inform someone to answer the question please?

Thanks!

Reply

Frank Arnold *says:*
September 27, 2016 at 7:32 pm

Is developing with Electron also supported with PHPStorm or is there a difference between Webstorm vs PHPStorm for node.js/Electron or Node Webkit?

Reply

Ekaterina Prigara *says:*
September 28, 2016 at 11:19 am

Should work the same way in PhpStorm, just make sure you have the Node.js plugin installed.

Reply

Edik *says:*
October 10, 2016 at 10:17 am

Hello.
I try to use a Configuration:

node interpreter –
D:\workspace_webstorm\shn-elect-000\node_modules\.bin\electron.cmd

working directory –
D:\workspace_webstorm\shn-elect-000

javascript file –
main.js

Run is fine.

But when I try to use _Debug_,
I take a error message:

"D:\Program Files (x86)\JetBrains\WebStorm 2016.2.3\bin\runnerw.exe" D:\workspace_webstorm\shn-elect-000\node_modules\.bin\electron.cmd –debug-brk=61115 –expose_debug_as=v8debug D:\workspace_webstorm\shn-elect-000\main.js

ReferenceError: v8debug is not defined
...

Ekaterina, can you possibly to help me ?

Reply

Ekaterina Prigara *says:*
October 10, 2016 at 1:56 pm

Please ignore this message (it's related to the upcoming changes in the Node.js debugging protocol), it should not affect debugging your app. Sorry for confusion.

Reply

polina *says:*
October 11, 2016 at 8:18 am

Hello.
My typescript module(which i use in render process) is required as usual module and it contains only ./out directory with js files, but I want debug it as ts code. I tried to add source map to files in ./out dir, where source is my local ./src dir, but `Chromium remote` does not see them. `Chromium remote` use only js files from ./out dir :(
How can i fix it?
I also tried add tsconfig with something like this but it also does not work

```
"outDir": "./node_modules/myTSmodule/out/",
"sourceRoot": "../myTSmodule/src/",
"mapRoot": "../myTSmodule/out/",
"inlineSources": true,
"sourceMap": true
},
"include": [
"../myTSmodule/src/**/*.ts"
]
```

Reply

Ekaterina Prigara *says:*
October 11, 2016 at 3:13 pm

Unfortunately, we found out that only the main process debug works for apps in TypeScript. Here's a link to the issue https://youtrack.jetbrains.com/issue/WEB-23687 We hope to get it fixed soon. Sorry for inconvenience!

Reply

Robert Derus *says:*
November 29, 2016 at 10:48 am

Did something change in WS 2016.2? I cant find "Preferences | Languages and Frameworks | JavaScript | Libraries, click Download"

Reply

Robert Derus *says:*
November 29, 2016 at 10:56 am

sorry, my bad 2016.3 is the new version... my comment can be deleted thanks. :))

Reply

Ekaterina Prigara *says:*
November 29, 2016 at 1:30 pm

Should be the same in all versions, nothing has changed in that configuration dialog.

Reply

Kevin *says:*
December 9, 2016 at 8:50 am

Create NodeJS run\debug configuration for the Main process and Chromium remote configuration for the Render process.
Run NodeJS configuration, then Chromium remote configuration.
Main process is OK.
Chromium remote successfully connected, but nothing happens – breakpoints are not hit, console.log message are not shown.
Why? How to fix it?

Thx.

Reply

Konstantin Ulitin *says:*
December 12, 2016 at 11:45 am

Could you please enable logging by setting js.debugger.wip.log property in Registry (Help|Find Action|Registry) to some file path like ~/wip.json, start debugging and attach resulted file? Feel free to create a support request for it, it will be more convenient to continue the investigation there.

Reply

Michael Dong *says:*
April 20, 2017 at 7:09 am

I have some similar situation like Kevin.
I could debug in Main process and Render process.And the breakpoints are hit in render process, but console.log messages were not shown too!

I have changed the setting js.debugger.wip.log property for “~/wip.json”,so i got the file . but the console of chromium remote debug
still empty.

Reply

Liam *says:*
January 24, 2017 at 3:12 am

For anyone who had trouble getting the webstorm interpreter dialog to find the .bin folder or the /usr directory on a mac. A workaround is to create a symlink to the .bin or /usr/local folder and then select the electron binary.

For example in my home directory ~/ I did:
ln -s /usr/local/ ~/usr_local_symlink

After that I was able to access the electron binary from the dialog. There must be a better way to accomplish this but in the short term this is for anyone who is stuck.

Reply

Ekaterina Prigara *says:*
January 24, 2017 at 11:14 am

You can hit Shift-Cmd-G (it’s a default shortcut on macOS in Finder for Go to folder) when you see a file chooser in WebStorm and type the path you need to get to, e.g. /usr.

Reply

John Wilson *says:*
February 22, 2017 at 5:07 pm

Good tip, though I’ve oddly had mixed results with it. Worked for me once, then it locked up the open dialog the next time I tried it. In the end I found hitting Cmd-Shift-. (period) will cause hidden files like .bin to be shown in the dialog box. Just another option if anyone runs into problems with Shift-Cmd-G like I did.

Reply

Robert Ferentz *says:*
February 13, 2017 at 6:36 am

I’m attempting to debug the main process of my electron app according to this
https://blog.jetbrains.com/webstorm/2016/05/getting-started-with-electron-in-webstorm/

I’ve set up everything as described, but am getting an error when attempting to debug.

/Users/robertferentz/Work/connect-admin/node_modules/electron-prebuilt-compile/lib/cli.js –debug-brk=56546 –expose_debug_as=v8debug /Users/robertferentz/Work/connect-admin/src/index.js App threw an error during load Error: Cannot find module '/Users/robertferentz/Work/connect-admin/–debug-brk=56546' at Module._resolveFilename (module.js:455:15) at Function.Module._resolveFilename (/Users/robertferentz/Work/connect-admin/node_modules/electron/dist/Electron.app/Contents/Resources/electron.asar/common/reset-search-paths.js:35:12) at Function.Module._load (module.js:403:25) at Module.require (module.js:483:17) at init (/Users/robertferentz/Work/connect-admin/node_modules/electron-compile/lib/config-parser.js:279:16) at main (/Users/robertferentz/Work/connect-admin/node_modules/electron-prebuilt-compile/lib/es6-init.js:38:29) at Object. (/Users/robertferentz/Work/connect-admin/node_modules/electron-prebuilt-compile/lib/es6-init.js:41:1) at Module._compile (module.js:556:32) at Object.Module._extensions..js (module.js:565:10) at Module.load (module.js:473:32)

I've made sure all the settings are correct. Could be because I'm using electron-forge or does it not have anything to do witl it?

Reply

Ekaterina Prigara *says:*
February 13, 2017 at 1:11 pm

Hi Robert,
What WebStorm version do you use? Can you please send us a screenshot of your Debug configuration? Thanks!

Reply

Robert Ferentz *says:*
February 14, 2017 at 4:38 am

Here it is:

https://drive.google.com/open?id=0B-GgcD8w7YGRVi1DTTJqeUtyWFk

Reply

Ekaterina Prigara *says:*
February 14, 2017 at 9:51 am

Thanks! It seems that the electron-prebuilt-compile doesn't handle the flags we pass to initiate debugging properly. See:
https://github.com/electron-userland/electron-prebuilt-compile/blob/master/src/cli.js#L6
As a result the debug flag is concatenated to the project path instead of the file name.
Here's a related issue on their tracker: https://github.com/electron-userland/electron-prebuilt-compile/issues/23
Unfortunately, I can't come up with any workaround on WebStorm side.

Reply

Kim Gentes *says:*
March 9, 2017 at 7:06 pm

I have one Electron main.js process and TWO (2) render processes. How do I point my debugger to a specific render process that I want to debug?

Reply

Ekaterina Prigara *says:*
March 10, 2017 at 10:37 am

You should do the steps described in Debugging the render process section of the blog post. The only difference is that when you start the Chromium remote configuration, WebStorm will ask you what render process out of two you'd like to debug.

Reply

Aland Kuang *says:*
March 14, 2017 at 11:53 pm

I'm on IntelliJ 2016.1 Ultimate and I can't find "Preferences | Languages and Frameworks | JavaScript | Libraries, Download". cannot locate "Libraries." Is this a new feature in 2016.2 and onwards?

Reply

Ekaterina Prigara *says:*
March 15, 2017 at 10:39 am

Please make sure you have JavaScript support enabled in Preferences | Plugins.

Reply

Aland Kuang *says:*
March 15, 2017 at 3:42 pm

I was meaning to say I was using WebStorm 2016.1. Sorry about that.

I do see that Javascript support is checked. I just updated WebStorm and I still can't see the Libraries.

Reply

Ekaterina Prigara *says:*
March 15, 2017 at 4:26 pm

It seems that you're looking at the default settings instead of project settings. Libraries are only available in project settings.

Reply

Aland Kuang *says:*
March 15, 2017 at 4:45 pm

Ah. I made an empty test project and now I see Libraries and I could see the downloads. Thanks for the help!

Aland Kuang *says:*
March 24, 2017 at 2:48 am

I can't find github-electron in the list. I tried Sascha's solution but I couldn't find the referenced file.

I updated to WebStorm 2017.1.

Here's a link to a screenshot: http://imgur.com/a/gVTyc

However, I see a choice called electron and electron-* where * is any word. Is electron the new name for it?

Reply

Ekaterina Prigara *says:*
March 24, 2017 at 11:40 am

It seems that it was renamed to `electron`. Please install it.
I will update the blog post. Sorry for confusion.

Reply

Aland Kuang *says:*
March 24, 2017 at 3:14 pm

Ah no worries. Thanks for maintaining this article! It's really helpful!

Reply

GaldanM *says:*
March 25, 2017 at 2:51 am

Hello,

I've something weird with downloading the Electron library, there a re only 3 items in the list...

Here's a screenshot : https://gyazo.com/613ac45f27f004e5761c1a8b4faef804

Do you have any idea why ?

Thanks in advance

Reply

Ekaterina Prigara *says:*
March 27, 2017 at 10:29 am

Sorry for the inconvenience. The structure of the DefinitelyTyped repo has changed a couple of days ago, WebStorm will support this new structure in the WebStorm 2017.1.1 bug-fix update. Here's an issue on our tracker: https://youtrack.jetbrains.com/issue/WEB-26160

Reply

GalanM *says:*
March 29, 2017 at 1:52 pm

Thanks, I've been to the repo and downloaded manually the ones I needed then added them in "Javascript" | "Library" | "Add".

Works perfectly

Reply

Oren Harroche *says:*
March 27, 2017 at 5:24 am

To spare anyone else the sadness and insanity I had to go through:
1) Currently, when you click on "Download..." and choose "TypeScript Community Stubs" you will get bupkiss. That is because the TS repository has apparently been restructured.
You can read about it here (which also details how to manually add self-downloaded libraries as a workaround):
https://intellij-support.jetbrains.com/hc/en-us/community/posts/115000140384/comments/115000165650
It's been fixed in (not yet available) 2017.1.1. Unfortunately, it does not appear that they plan to push this fix to older versions? (https://youtrack.jetbrains.com/issue/WEB-26160)

2) (Probably less relevant) The "Libraries" option will not show up at all if your Git executable is not configured correctly.

Reply

Ekaterina Prigara *says:*
March 27, 2017 at 10:42 am

Thank you for your update. We are considering to backport the changes to WebStorm 2016.3 and probably WebStorm 2016.2, but it's not final decision yet.

Reply

Chris *says:*
April 3, 2017 at 2:51 am

I'm new to Electron development, I'm just about to start setting up my Electron development environment and I find this post makes a lot of assumptions about what is already installed.

Is there an article that completely describes the whole Electron/IntelliJ setup steps?

Reply

Ekaterina Prigara *says:*

April 3, 2017 at 12:20 pm

This post only describes the steps you need to perform to configure Electron support in WebStorm. It's assumed that you're already familiar with Electron and/or read Electron Quick Start.
Please let me know what specific issues you had following this tutorial. I will try to answer your questions.

Reply

Mike Mangialardi *says:*
April 4, 2017 at 9:45 pm

I'm working with an electron scala.js app and I am unsure how I would configure that in IntelliJ.

Reply

Ekaterina Prigara *says:*
April 5, 2017 at 2:23 pm

Do you know any open-source Electron-Scala.js apps we can have a look at?

Reply

Shawn *says:*
April 20, 2017 at 3:27 pm

Has anyone had experience debugging with webstorm and electron-vue?

https://github.com/SimulatedGREG/electron-vue

The dev script runs this: https://github.com/SimulatedGREG/electron-vue/blob/master/template/tasks/runner.js

Reply

Ekaterina Prigara *says:*
April 21, 2017 at 10:03 am

We haven't tried that ourselves. Did you experience any issues?

Reply

Shawn *says:*
April 21, 2017 at 12:47 pm

I have not really been able to get it to work. I tried to follow the instructions here as an example and sorta had the main process work, but it lost it as I stepped. I had to run the dev task and also run the node configuration pointing at the index.dev.js. I have not been able to get the render process to work at all.

Reply

Ekaterina Prigara *says:*
April 26, 2017 at 7:43 pm

I gave it a try and was able to debug the render process. All I did was adding '–remote-debugging-port=9222' to the runner.js at line 38 like this: `run('cross-env NODE_ENV=development electron app/src/main/index.dev.js --remote-debugging-port=9222', BLUE, 'electron')`.
Then I started the dev task and created and started a Chromium remote configuration as described in the blog post.
I haven't tested anything complex. I added a button to the CurrentPage.vue and was able to stop on the method once I clicked it.

Reply

Shawn *says:*
April 27, 2017 at 12:45 pm

I'll give that a try. Thank you.

Lucio Paiva *says:*
May 23, 2017 at 3:30 pm

Be careful not to mistakenly select the Electron binary located in `node_modules/electron/dist/electron`, otherwise Webstorm won't be able to connect (it will show a "Connection refused" message after a few seconds). Webstorm needs to run your app via the link located in `node_modules/.bin/electron` (which actually points to a Node.js script that will ultimately invoke Electron itself), as Ekaterina explained.

Reply

Ekaterina Prigara *says:*
May 23, 2017 at 3:37 pm

Thanks for your comment! :)

Reply

David *says:*
June 12, 2017 at 1:38 pm

I'm trying to download the Electron TypeScript definition files, but I don't see one simply called "electron." There are files named "electron-config," "electron-debug," "electron-devtools-installer," "electron-json-storage," "electron-notifications," "electron-notify," "electron-packager," "electron-settings," and "electron-window-state." Do I want some or all of those or am I missing something? Thanks.

Screenshot: http://imgur.com/a/0AZrO

Reply

Ekaterina Prigara *says:*
June 12, 2017 at 1:53 pm

It seems that they've been removed from the DefinitelyTyped repo 4 days ago because the Electron team is going to publish them with every Electron release.
To use the Electron.d.ts file in WebStrom, download it from this page https://github.com/electron/electron/releases, then in Preferences | Languages & Frameworks | JavaScript | Libraries click Add..., then click the "+" button and specify the path to the downloaded electron.d.ts file.
We'll update the blog post.

Reply

David *says:*
June 12, 2017 at 1:56 pm

Thanks, that did the trick! When I add the file, does WebStorm copy it to some internal preferences folder or is it linking to the original file I downloaded?

Reply

Ekaterina Prigara *says:*
June 12, 2017 at 2:39 pm

It will link to the original file.

Reply

Dave *says:*
August 9, 2017 at 9:45 pm

Thanks for posting this. Very helpful.

Reply

Marek *says:*
August 21, 2017 at 10:30 pm

I added electron.d.ts to libraries, but still the documentation not working.
Any ideas why?
http://i.imgur.com/8MgcAIi.png
http://i.imgur.com/bUNdRFU.png

Reply

Ekaterina Prigara *says:*
August 22, 2017 at 9:35 am

Sorry, but the URL you've specified is the link to the External documentation meaning that the IDE will open this URL in the browser when you call the External documentation action. The docs shown on the screenshot in the blog post are the docs provided in the electron.d.ts file. Unfortunately, they are not available for every symbol. And actually, in the more latest versions of this file, the amount of docs has decreased. You can see that if you open electron.d.ts and go through it.

Reply

Thomas *says:*
August 24, 2017 at 8:48 pm

I have WebStorm 2017.2.2; but the code completion does not work for Electron.

The Electron package is installed as a Node module in my project and run well. For a known API, after I complete the typing of its name, I can traverse into the electron.d.ts to see the details of its parameters.

However, during coding like typing the first part of the API name, the API in the electron.d.ts file is not shown in the popup dialog.

I have followed the instructions given above to enable Node.js and NPM. I also have Node.js Core and /node_modules checkboxes selected in the Preferences > Languages & Frameworks > JavaScript > Libraries panel; but the APIs from electron.d.ts are still not shown in the popup dialog during coding.

Could you please check it out?

Thanks very much in advance for your kind help and support.

Reply

Ekaterina Prigara *says:*
August 25, 2017 at 10:46 am

Can you please add a small code sample that shows the case when completion doesn't show up. Please include the line where Electron is imported in that file. Thank you!

Reply

Thomas McDiamond *says:*
August 27, 2017 at 1:29 am

Sample code and comments are added as requested. Please review.
Thanks.

```
const electron = require('electron');
const { Tray, app, Menu } = electron;

class AppTray extends Tray {
constructor(iconPath, mainWindow) {
super(iconPath);

this.mainWindow = mainWindow;
```

```
this.on('right-click', this.onRightClick.bind(this));
}

onRightClick() {
const menuConfig = Menu.buildFromTemplate([
{
label: 'Quit',
click: () => app.quit()
}
]);

// In particular, the following function does not
// have auto-completion in the popup, i.e. typing
// 'this.pop' does not have auto-completion. But
// we can traverse to its declaration in the file
// 'electron.d.ts'.
this.popUpContextMenu(menuConfig);
}
}

module.exports = AppTray;
```

Reply

Ekaterina Prigara *says:*
August 28, 2017 at 11:23 am

Thanks for the code sample, that was very helpful! I've reported an issue: https://youtrack.jetbrains.com/issue/WEB-28471 You can add a star to it to get a notification when it's fixed.

Reply

Zack *says:*
August 30, 2017 at 4:18 am

When trying to debug after setting up as this doc describes, the process closes with this error:

"core/node_modules/.bin/electron –debug-brk=54135 –expose_debug_as=v8debug core/main.js –remote-debugging-port=9222

Process finished with exit code 130 (interrupted by signal 2: SIGINT)"

When Run instead of Debug, the app stays open like usual until manual close.

In either case, when main.js is running, breakpoints do not hit.

Any idea what could be going wrong?

Reply

Ekaterina Prigara *says:*
August 30, 2017 at 10:46 am

Can you please tell what WebStorm, Node.ks and Electron versions do you use? Thanks

Reply

Hans Permana *says:*
September 4, 2017 at 12:57 pm

Hi Ekaterina,

I tried following your instruction to setup a renderer debugger and failed. Here is my configuration:
Node interpreter: C:\Projects\edop-studio\node_modules\.bin\electron.cmd
Node parameters: –remote-debugging-port=9222
Working directory: C:\Projects\dedop-studio
Application parameters: app –config=dedop-config.js

I have placed a few breakpoints but all of them were ignored. Note that I am using TS. I have set “inlineSources” and “sourceMap” in tsconfig.json to true.

This issue is probably similar to the one posted here https://youtrack.jetbrains.com/issue/WEB-23687#u=1499967259982

Any help would be much appreciated.

Reply

Hans Permana *says:*
September 4, 2017 at 12:58 pm

And I am using WebStorm 2017.2.3

Reply

Ekaterina Prigara *says:*
September 4, 2017 at 1:17 pm

We were not able to reproduce that issue with WebStorm 2017.2, so we just closed it. We would appreciate if you share a sample project with us to help us reproduce the problem. Thank you!

Reply

Hans Permana *says:*
September 4, 2017 at 1:22 pm

Thanks for the speedy reply. Here is the project that I was trying to debug:
https://github.com/DeDop/dedop-studio

Reply

Ekaterina Prigara *says:*
September 6, 2017 at 11:18 am

Quick update. We’re still trying to figure out what the right setup for debugging TypeScript Electron apps would be. Unfortunately, your project didn’t help us a lot – we couldn’t really start the app because of the environment setup it requires.

sebi *says:*
September 27, 2017 at 5:54 pm

Hi,

have you found a setup for debugging TypeScript Electron apps?

Vladimir Krivosheev *says:*
October 2, 2017 at 9:39 am

@sebi What problem do you have? Please note — passing `--remote-debugging-port` in the NodeJS params doesn’t work anymore due to Electron bug (https://github.com/electron/electron/issues/10445).

Abelardo *says:*
September 16, 2017 at 6:19 pm

Hi,
I would like to know if a “hello world” tutorial is available from scratch: setting with Electron libraries until we are able to run

our first Electron app made thanks to WebStorm.

Any help would be welcome.

Thanks and kindest regards,
Abelardo

Reply

Ekaterina Prigara *says:*
September 18, 2017 at 11:08 am

Hi,
Do you mean: is there a sample Electron app preconfigured for WebStorm? Unfortunately, there isn't.

Reply

sebi *says:*
September 18, 2017 at 8:11 pm

Hi,

I tried debugging the electron-quickstart but the debugger of the main process do not stop at my breakpoints.

Idea 2017.2.4
Electron 1.8.0

Do you have the same problem?
Please see the Console output with configuration –inspect

```
C:\Projects\electron-quick-start\node_modules\.bin\electron.cmd --inspect-brk=51884 . C:\Projects\electron-quick-start\main.js
Debugger listening on ws://127.0.0.1:51884/da4451e9-06c9-48d0-b4f5-74bbab74f3e0
For help see https://nodejs.org/en/docs/inspector
Debugger attached.


Process finished with exit code 0
```

Without configuration –inspect

```
"C:\Program Files\JetBrains\IntelliJ IDEA 2017.2.1\bin\runnerw.exe" C:\Projects \electron-quick-start\node_modules\.bin\electron.cmd --debug-brk=51950 --expose_debug_as=v8debug C:\Projekte\Alarmmonitor\electron-quick-start\main.js

Process finished with exit code 0
```

Thanks Sebi

Reply

Ekaterina Prigara *says:*
September 19, 2017 at 3:03 pm

Hi,

We were able to debug the app when using Electron 1.7 in WebStorm/IntelliJ IDEA 2017.3 EAP and in WebStorm/IntelliJ IDEA 2017.2.4 (you need to add `--inspect` as an application parameter in the run/debug configuration.

We tried debugging with Electron 1.8 beta, but no luck. It didn't work in VS Code as well. We should investigate further to find out whether the issue is on the Electron side or on the IDE side.

Reply

sebi *says:*
September 20, 2017 at 7:02 pm

Thanks, it works!

But I'm a little bit annoyed about electron, quickstart is for beginners, this is no good start.

Reply

yangxun *says:*
November 1, 2017 at 4:42 am

Hi dear Ekaterina

I found a strange problem.
My webstrom version is '2016.2', electron version is 1.7.9;
Debug the render process of the app in WebStorm is ok,
But can't debug main process.
App runs correctly and the debugger of the main process do not stop at my breakpoints.

When I lowered the electron version to 1.4.13. debugger works.

Has this problem been met by anyone else?

Reply

lena_spb *says:*
November 1, 2017 at 1:45 pm

Electron 1.7.9 doesn't support `--debug-brk` option, it requires `--inspect`, and thus there is no way to debug main process in WebStorm 2016.2. In 2017.3 (that is just around the corner) `--inspect` will be used for Electron main process debugging

Reply

Jason F *says:*
December 14, 2017 at 3:42 pm

Intellij 2017.3.1 still doesn't seem to support debugging Electron 1.7.9. The Github issue they reference doesn't seem to have any progress
https://github.com/electron/electron/issues/10445

I have been unable to debug either the main or renderer process. I suppose Electron broke/removed '–debug-brk' and Intellij hasn't implemented support for '–inspect'? Or am I missing something?

I'm on a free trial of Intellij and new to Electron, this is a pretty disheartening start.

Reply

Ekaterina Prigara *says:*
December 14, 2017 at 4:03 pm

Hello,

As it was mentioned in the previous comment, IntelliJ IDEA and WebStorm 2017.3 use the `--inspect` flag for debugging Electron apps (here's a related issue on our issue tracker: WEB-27784) so debug of the main process should work fine.

Regarding the debug of the render process: the workaround suggested in the issue on GitHub should help. You need to add `app.commandLine.appendSwitch('remote-debugging-port', '9222')` to main.js

and then create and use Attach to Node.js/Chrome configuration and specify this port number.

Please let us know how it works for you! Thanks!

Reply

Jason F *says:*
December 14, 2017 at 4:19 pm

I apologize, I am unable to delete or edit my first comment.

Upon further experimentation, I was able to debug (set breakpoints) both the main and renderer processes of the electron-quickstart app with Intellij 2017.3.1 and Electron 1.7.9.

Creating an 'Attach to Node.js/Chrome' run config with the "–inspect" radio option selected and port 9222 along with the main node.js run config with electron as interpreter and application parameter '–remote-debugging-port=9222' seems to work like a charm so far..... hope this helps someone (and that i keeps working!)

Reply

Ekaterina Prigara *says:*
December 14, 2017 at 4:36 pm

Great to hear that! :) Thanks!
I've also updated the blog post and described these steps.

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