

A complete solution to package and build a ready for distribution Electron app with “auto update” support out of the box

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README.md

# electron-builder

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A complete solution to package and build a ready for distribution [Electron](#), [Proton Native](#) app for macOS, Windows and Linux with “auto update” support out of the box.

See documentation on [electron.build](http://electron.build).

- NPM packages management:
  - [Native application dependencies](#) compilation (including [Yarn](#) support).
  - Development dependencies are never included. You don't need to ignore them explicitly.
  - [Two package.json structure](#) is supported, but you are not forced to use it even if you have native production dependencies.
- [Code Signing](#) on a CI server or development machine.
- [Auto Update](#) ready application packaging.
- Numerous target formats:

- All platforms: 7z , zip , tar.xz , tar.7z , tar.lz , tar.gz , tar.bz2 , dir (unpacked directory).
- [macOS](#): dmg , pkg , mas .
- [Linux](#): [AppImage](#), [snap](#), debian package ( deb ), rpm , freebsd , pacman , p5p , apk .
- [Windows](#): nsis (Installer), nsis-web (Web installer), portable (portable app without installation), AppX (Windows Store), MSI, Squirrel.Windows.
- [Publishing artifacts](#) to GitHub Releases, Amazon S3, DigitalOcean Spaces and Bintray.
- Advanced building:
  - Pack in a distributable format [already packaged app](#).
  - Separate [build steps](#).
  - Build and publish in parallel, using hard links on CI server to reduce IO and disk space usage.
  - [electron-compile](#) support (compile for release-time on the fly on build).
- [Docker](#) images to build Electron app for Linux or Windows on any platform.
- [Proton Native](#) support.
- Downloads all required tools files on demand automatically (e.g. to code sign windows application, to make AppX), no need to setup.

Question	Answer
"I want to configure electron-builder"	<a href="#">See options</a>
"I have a question"	<a href="#">Open an issue</a> or <a href="#">join the chat</a>
"I found a bug"	<a href="#">Open an issue</a>
"I want to support development"	<a href="#">Donate</a>

## Installation

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[Yarn](#) is [strongly](#) recommended instead of npm.

```
yarn add electron-builder --dev
```

## Quick Setup Guide

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[electron-webpack-quick-start](#) is a recommended way to create a new Electron application. See [Boilerplates](#).

1. Specify the standard fields in the application `package.json` — [name](#), `description` , `version` and [author](#).

2. Specify the [build](#) configuration in the `package.json` as follows:

```
"build": {
  "appId": "your.id",
  "mac": {
    "category": "your.app.category.type"
  }
}
```

See [all options](#). Option [files](#) to indicate which files should be packed in the final application, including the entry file, maybe required.

3. Add [icons](#).

4. Add the [scripts](#) key to the development `package.json` :

```
"scripts": {
  "pack": "electron-builder --dir",
  "dist": "electron-builder"
}
```

Then you can run `yarn dist` (to package in a distributable format (e.g. dmg, windows installer, deb package)) or `yarn pack` (only generates the package directory without really packaging it. This is useful for testing purposes).

To ensure your native dependencies are always matched electron version, simply add script `"postinstall": "electron-builder install-app-deps"` to your `package.json` .

5. If you have native addons of your own that are part of the application (not as a dependency), set [nodeGypRebuild](#) to `true` .

Please note that everything is packaged into an asar archive [by default](#).

For an app that will be shipped to production, you should sign your application. See [Where to buy code signing certificates](#).

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