# Electron forge

Electron Forge unifies the existing and well maintained build tools for Electron development into a simple, easy to use package so that anyone can jump right in to Electron development. Alternatively, if you have a more recent version of npm or yarn , you can use npx , or yarn create. This command will generate a brand new project folder and install all your Node module dependencies, so you will be all set to go. By default we will also install the airbnb linting modules. You can also start a project with your favorite framework with the --template argument. If you'd like to have pre-made configuration files for Travis CI and AppVeyor CI to automatically build and deploy distributables to GitHub, use the --copy-ci-files argument. Given an existing Electron project, this command will attempt to interactively navigate through the process of importing it to the Electron Forge format, so the commands listed below can be used. This includes being prompted to remove existing Electron build tools in favor of Electron Forge equivalents. Any arguments after "start" will be passed through to your application when it's launched. Yes, it really is that simple. This will generate platform specific distributables installers, distribution packages, etc. By default, you can only generate distributables for your current platform. For example, appx Windows Store distributables can only be built on Windows. This will make your project and publish any generated artifacts. Once you have generated a project, your package. Below is the reference structure for this config object:. You can set electronPackagerConfig with any of the options from Electron Packager , except:. You can set electronRebuildConfig with any of the options from Electron Rebuild , except:. NOTE: You can also set your forge config property of your package. NOTE: If you use the JSON object then the afterCopy and afterExtract options are mapped to require calls internally, so provide a path to a file that exports your hooks and they will still run. If you use the JS file method mentioned above then you can use functions normally. You can make your own custom targets for the make and publish targets. Publicly published third-party makers and publishers are available in the NPM registry. You must export a Function that returns a Promise. Your function will be called with the following parameters. Your function will be called with the following keyword parameters:. If you're using Electron 1. Simply add this as a launch config in VSCode and you're good to go. Git github. Check out our public roadmap! Electron Forge A complete tool for building modern Electron applications. Keywords none. Install npm i electron-forge Downloads Weekly Downloads 1, Version 5. License MIT. Unpacked Size kB. Total Files Homepage github. Repository Git github. Last publish 2 years ago. Try on RunKit. Report malware. Wix Toolit. Makes a new release for the current version if required and uploads the make artifacts as release assets. Electron Release Server - electron-release-server. If the version already exists no upload will be performed. Have a question about this project? Sign up for a free GitHub account to open an issue and contact its maintainers and the community. Already on GitHub? Sign in to your account. It looks like you are missing some dependencies you need to get Electron running. Make sure you have git installed and Node. It is strange because it is installed both locally and globally node v The text was updated successfully, but these errors were encountered:. Skip to content. New issue. Jump to bottom. Labels Question. Copy link. Preflight Checklist I have read the contribution documentation for this project. I agree to follow the code of conduct that this project follows, as appropriate. I have searched the issue tracker for a bug that matches the one I want to file, without success. Issue Details Electron Forge Version: Unknown when I enter "electron-forge --version" this message appears: It looks like you are missing some dependencies you need to get Electron running. Actual Behavior This error message: It looks like you are missing some dependencies you need to get Electron running. To Reproduce Additional Information The text was updated successfully, but these errors were encountered:. GuillermoBaldan added the Bug label Apr 24, Sign up for free to join this conversation on GitHub. Already have an account? Sign in to comment. Linked pull requests. You signed in with another tab or window. Reload to refresh your session. You signed out in another tab or window. To Reproduce Additional Information. A complete tool for creating, publishing, and installing modern Electron applications. Work fast with our official CLI. Learn more. If nothing happens, download GitHub Desktop and try again. If nothing happens, download Xcode and try again. If nothing happens, download the GitHub extension for Visual Studio and try again. Electron Forge unifies the existing and well maintained build tools for Electron development into a simple, easy to use package so that anyone can jump right in to Electron development. The master branch is a rewrite of Electron Forge that will eventually be the 6. If you are looking for the 5. If you have a more recent version of npm or yarn , you can use npx , or yarn create. For Electron Forge documentation and usage you should check out our website: electronforge. By default, Electron Forge only runs vanilla i. We currently have plugins for Webpack and Electron Compile, and a template for Webpack. Skip to content. A complete tool for creating, publishing, and installing modern Electron applications electronforge. MIT License. Branches Tags. Nothing to show. Go back. Launching Xcode If nothing happens,

the loaders and then bundle all our compiled files into a single. Because we used the electron-forge template for Webpack, the latter is already installed. However, if you didn't use this template, you need to install it. For the purpose of this tuto, I use webpack v4 , which is the one installed by default by electron-forge at the moment:. I use specifically this version so that it meets all my loaders required dependencies. I do not use Webpack new v5 because it still raises errors with the electron-forge template. We need to tell webpack to handle all our. And for that we will add loaders to our webpack. Let's install the necessary loaders and preset. The setup guide is available on the babel page. So, as you may probably have understood, we will install sass and its loader. Here is the GitHub's page of the sass-loader will all necessary information! Same as before, I use a specific version for the loader as the lastest version breaks with the electron-forge template we used. If you want to add images, you should follow the same process. So first, we need the necessary loaders, and then, we configure Webpack. As for the loaders, we need file-loader. Now we will be able to call a file as a background image for example and Webpack will handle it to render it when you start your app. We will try it in a moment! As you may have understand now, I like having my project folder clean. So I like organising my scss files as follows. It is also a good habit before adding bootstrap and other librairies. Under the scss folder, we will rename our index. As we installed the sass-loader , there is no problem here anymore! This file gonna be the entry point of all our scss files. So it will call our files and then, it is itself called by our renderer. So we need to tell Webpack about these changes! Then, from app. Now, if your run yarn start , everything should perfectly work with a beautiful pink background! Remember that we also installed a file-loader for our images? What about trying it now?! You will see that a few more configuration is needed for that, but we did the most important and complicated! Whether you decide to install Bootstrap 5 or any other version, Bootstrap provides us with a documentation to help us achieve so. So do not hesitate to give an eye to it. First, we need to install Bootstrap in our dependencies , and not the devDependencies. In order to work, Bootstrap needs additional librairies called Popper , postcss and its loader as well as the autoprefixer loader:. As per the Bootstrap documentation , the webpack postcss-loader needs autoprefixer we just installed. So let's add the necessary loader and options to our webpack. You also need to import the style files of Bootstrap. We will import it in our app. I told you that this file will call all our styles:. Lastly, let's integrate some Bootstrap components to our index. Note that if you want to change the default variable of Bootstrap, you need to call your custom variables before you import Bootstrap in our app. Let's see an example! As per the FontAwesome documentation , you need to install it in the dependencies of your app. So, first, run the following command:. Once it is installed, you need to add it to your renderer. Let's say we want to use JQuery in our custom js files. We will first need to add JQuery and then create our custom file to use it. In order to use JQuery, Webpack offers us a really simple solution. We just need to install JQuery in our dependencies and then use the Provide plugin of Webpack to easily being able to call JQuery everywhere in our app. And then, let's defined webpack in our webpack. Now that it's done, we will create a custom js file in our js folder and we will use a simple JQuery call:. And of course, we need to tell Webpack to include this new file in the bundle. So for that, we need to add index. So what about packaging our app and building it in order make it installable to Windows, MacOs or Linux systems? Other options are available. Look at the electron-packager API. It's because you cannot build everything from any platforms. Let's say you want to build a. But no worries, you should be able to build plenty of apps! Ju

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st remember that depending on your machine, you may need to install packages and apps. You can also comment this post with your issue and people might come back to you with good pieces of advices! I leave you here the link to this template, and also a link to a production ready app. Do not hesitate as there is a bit more configuration which can be useful for you, notably for the build process! And here it is folks! I hope you didn't encountered too many issues! Alex Georgiev - Feb Miguel Manjarres - Feb Sahan - Feb DEV Community is a community of , amazing developers We're a place where coders share, stay up-to-date and grow their careers. Create new account Log in. Listings Podcasts Videos Tags More I hope this tutorial will be a good basis for you to start with! Enter fullscreen mode Exit fullscreen mode. Image Upload image. Submit Preview Dismiss. Do you use Linux? Log in to continue We're a place where coders share, stay up-to-date and grow their careers. Log in Create new account.