

Electron browser

Electron was originally built for Atom⁵; and is the main GUI framework behind several other open-source projects including GitHub Desktop, Light Table,⁸; Visual Studio Code, WordPress Desktop,⁹; and Eclipse Theia.¹⁰;

Both the main and renderer processes can run with Node.js integration if the `nodeIntegration` field in the main process is set to `true`.^{citation needed};

In September 2021, Electron moved to an eight-week release cycle between major versions to match the release cycle of Chromium Extended Stable and to comply with a new requirement from the Microsoft Store that requires browser-based apps to be within two major versions of the latest release of the browser engine.¹²;

Electron frequently releases new major versions along every other Chromium release. The latest three stable versions are supported by the Electron team.¹³;

The entry point of any Electron application is its main script. This script controls the main process, which runs in a full Node.js environment and is responsible for controlling your app's lifecycle, displaying native interfaces, performing privileged operations, and managing renderer processes (more on that later).

During execution, Electron will look for this script in the `main` field of the app's `package.json` config, which you should have configured during the app scaffolding step.

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