

# Electron html



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### electron

The Electron framework lets you write cross-platform desktop applications using JavaScript, HTML and CSS. It is based on Node.js and Chromium and is used by the Visual Studio Code and many other



### [Building Desktop Applications with JavaScript, HTML, and CSS Using](#)

If you already speak JavaScript, HTML, and CSS, Electron is the fastest route to professional desktop software. You stay inside the npm ecosystem, reuse existing web libraries, and

### Electron (software framework)

Electron-based applications include a "main" process and several "renderer" processes.



### GitHub

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### GitHub

This tutorial will demonstrate how to save BrowserWindow instances as HTML files on the



native System in Electron. We assume that you are

## Save Pages as HTML in ElectronJS

This tutorial will demonstrate how to save BrowserWindow instances as HTML files on the native System in Electron. We assume that you are familiar with the prerequisites as covered in the

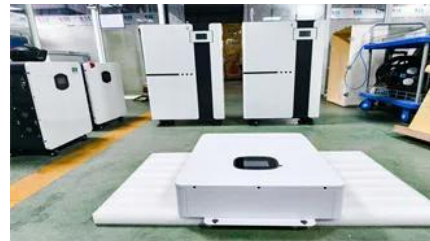


## Electron , JavaScript, HTML, and CSS

Open Source Electron is an open source project maintained by the OpenJS Foundation and an active community of contributors.

## [How to Use Electron.js for Building Desktop Applications with](#)

This code imports the electron module from the Electron package, creates a new Electron window with a set height and width, and loads an HTML file called index.html.



## [Build cross-platform desktop apps with JavaScript, HTML, and CSS , Electron](#)

With the power of modern Chromium, Electron gives you an unopinionated blank slate to build your app. Choose to integrate your favourite libraries and frameworks from the front-end ecosystem, or carve

## Loading a website and html file in electron

So I'm new to electron and for my first project I decided to do a simple client for a browser game. Essentially what I want to do is load the website, and then add some HTML above it to add



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