

Introducing QuickJS-NG

The mighty JavaScript engine

Intro

What is QuickJS?

- Small and embeddable JavaScript engine — just a handful of files!
- Released in 2019 by Fabrice Ballard and Charlie Gordon
- Implements modern (ES 2023+) JavaScript with great test262 coverage
- Fast interpreter with low startup time
- Small reference CLI and standard library

A fork on the road

Introducing QuickJS-NG

- QuickJS went dormant in 2021
- In November 2023 Ben Noordhuis and myself forked it
- Goal: reignite the project as a community effort
- We call it a “friendly fork” because we aimed to evolve it while keeping the spirit and hope at some point we could merge and continue together
- **<https://github.com/quickjs-ng/quickjs>**

NG

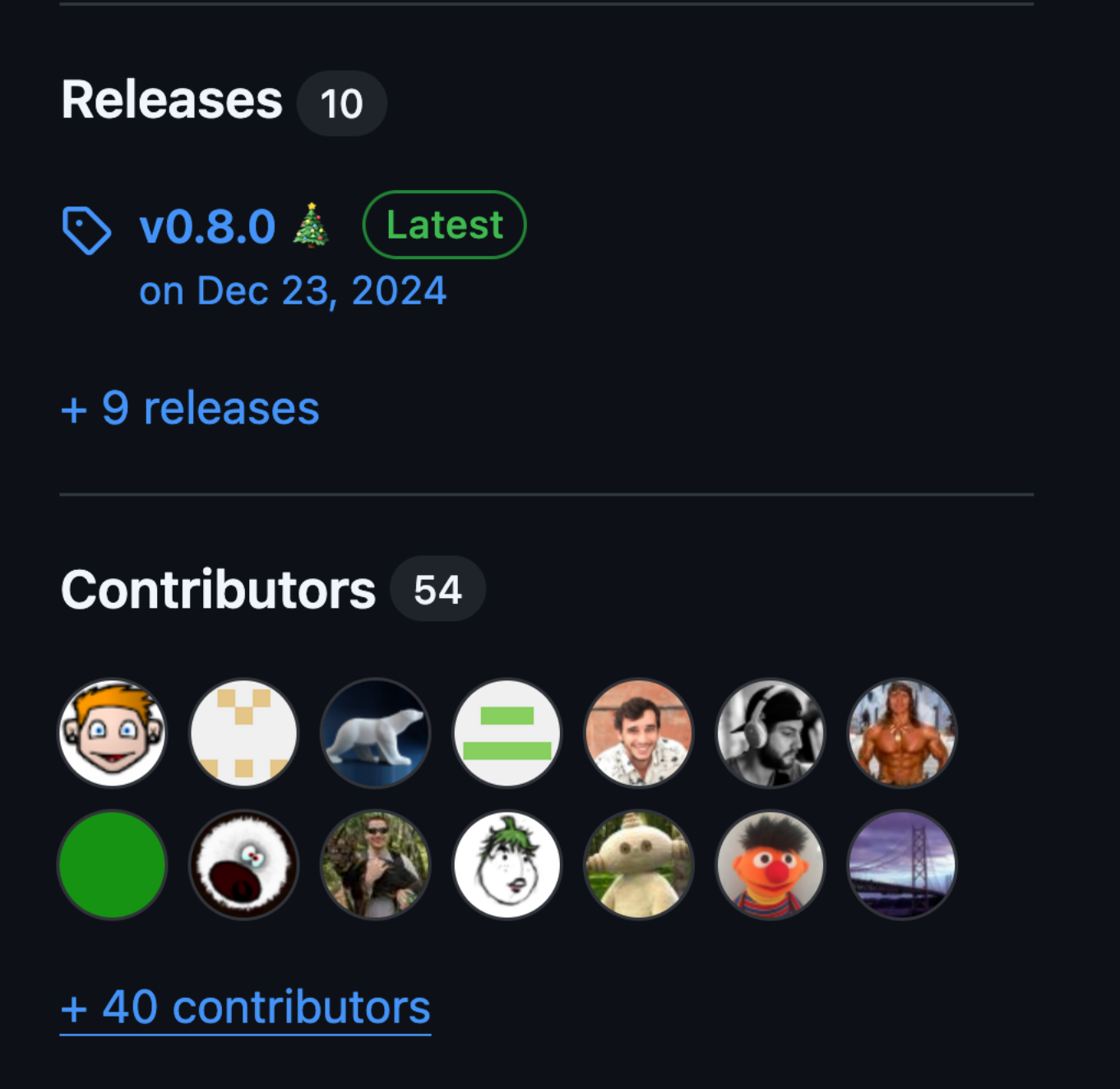
What we focused on

- Community involvement: be active on GitHub, take PRs, help users help us
- Testing and CI: over 60 jobs, running test262 several times on each PR
- Cross platform compatibility: Windows is a first class citizen
- New ES features
- New APIs required by embedders
- Performance: polymorphic inline cache, opcode fusing, etc.
- Nice to have features: V8 stack tracing API, standalone executables
- Automated release process including binary artifacts

Project Health

How are we doing?

- Steady progress, 10 releases so far
- 54 contributors
- The project “feels alive”



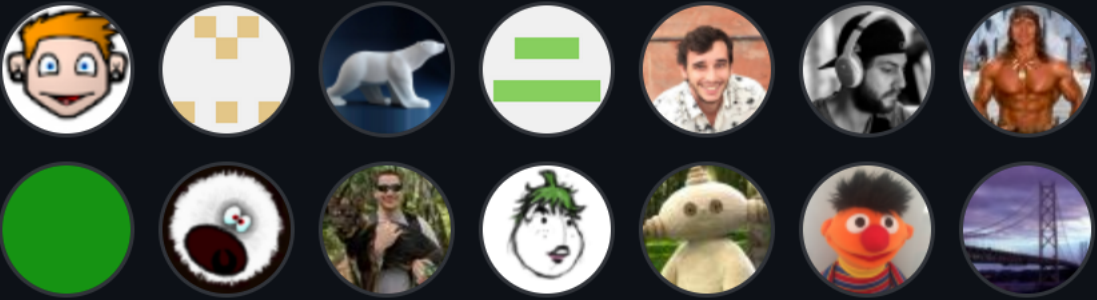
The screenshot displays a dark-themed GitHub repository interface. At the top, it shows 'Releases 10'. Below this, the latest release is 'v0.8.0' with a Christmas tree emoji, marked as 'Latest' in a green pill, and dated 'on Dec 23, 2024'. A link for '+ 9 releases' is visible. The 'Contributors' section shows '54' contributors with a grid of 14 circular profile pictures. A link for '+ 40 contributors' is at the bottom.

Releases 10

v0.8.0 🎄 **Latest**
on Dec 23, 2024

[+ 9 releases](#)

Contributors 54



[+ 40 contributors](#)

Project Health

Who is using it?

- “Small JS runtimes”: txiki.js and llrt
- radare2: a reverse engineering framework
- Gaming: nx.js (homebrew for Nintendo Switch) and GodotJS
- Several Rust bindings
- Full list: <https://quickjs-ng.github.io/quickjs/projects>

Check NG out!

- We modified the API as little as we could: almost a drop-in replacement
- Many bindings and plugins will work unmodified
- If you like QuickJS and want a maintained version with more features, we got you!
- **<https://github.com/quickjs-ng/quickjs>**