

# Introducing QuickJS-NG

The mighty JavaScript engine

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# 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”

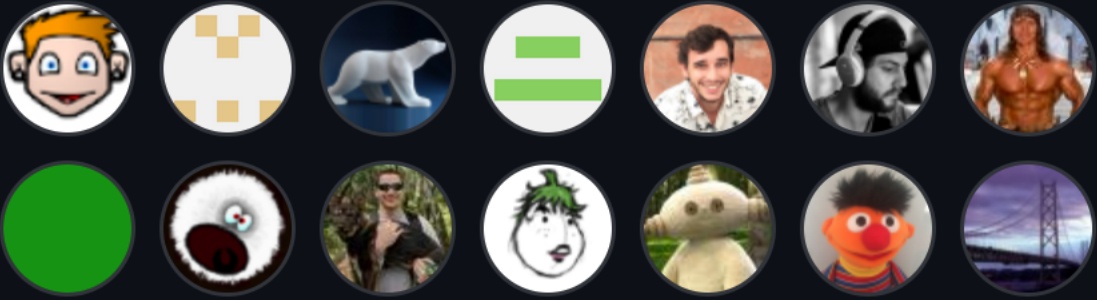
**Releases** 10

 **v0.8.0** 🎄 **Latest**  
on Dec 23, 2024

[+ 9 releases](#)

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**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>**