Browser Extensions

Content Scripts

- Inject files into the specified website or websites
  - CSS file(s)
  - JS file(s)
  - Image, video, audio
- Put these files in the same directory as manifest.json

```json
{
  "manifest_version": 2,
  "name": "Your extension name here.",
  "description": "Your extension description here",
  "version": "1.0",
  "icons": {
    "16": "icon.png"
  },

  "content_scripts": [
    {
      "matches": ["<all_urls>"],
      "css": ["css/main.css"],
      "js": ["js/helper-code.js", "js/main.js"],
      "run_at": "document_end"
    }
  ]
}
```

Firefox Extensions

- If you have the latest version of Firefox, extensions can be ported over with minimal to no changes
- [See Firefox's documentation](#)

Content Script Settings

- [Documentation for settings](#)
- See "exclude_matches" for how to exclude sites

```
"content_scripts": [
  {
    // Run on all pages on facebook:
    "matches": ["*://*.facebook.com/*"],
    // EXCEPT for jimmy's profile:
    "exclude_matches": ["*://*.facebook.com/jimmy/*"],
    "css": ["css/style.css"],
    "run_at": "document_idle"
  }
],
```

Extension Permissions

- When you need a specific chrome feature or need to access data from an external site, you need to add a "permission" to manifest.json
- Info on Declaring Permissions
- Info on Permission Warnings

```
"permissions": [
  "*://fonts.google.com/*"
]
```

Google Fonts in Extension

- @import rule
  - Retrieves external CSS
  - Typically avoided - blocks CSS loading
- Alternate approach: @font-face

```
@import url('https://fonts.googleapis.com/css?family=Indie+Flower');
```

Local Files in JavaScript Extension

- Your JS is being injected into an external site
- Requires permissions in manifest.json
  - web_accessible_resources
- Special syntax for referring to local assets:

```
// Instead of:
imageElement.src = "images/bulbasaur.png";
// You need to use:
imageElement.src = chrome.extension.getURL("images/bulbasaur.png");
```

Publishing

- Chrome Reference
- Go to Chrome Developer Dashboard
  - Pay developer signup fee ($5)
  - Upload your .zip
  - Add store content
    - Icons
    - Detailed description
    - 1 or more screenshots/YouTube videos
    - Etc.
  - Publish