


```

Source Documents:
1. "y after each line.

:
export MOZ_LOG=timestamp,rotate:200,nsHttp:5,cache2:5,nsSocketTransport:5,
nsHostResolver:5
export MOZ_LOG_FILE=~/Desktop/log.txt
cd /Applications/Firefox.app/Contents/MacOS
./firefox

(The instruc...Show more
Source: network/docs/http/logging.rst
2. "Debugging On macOS
=====
This document explains how to debug Gecko-based applications such as
Firefox, Thunderbird, and SeaMonkey on macOS using Xcode. If you want to
debug from the terminal see ref: Debugging Mozilla with
lldb <Debugg...Show more
Source: docs/contributing/debugging/debugging_on_macos.rst
3. "Building Firefox On macOS
=====

This document will help you get set up to build Firefox on your own
computer. Getting set up can take a while - we need to download a
lot of bytes! Even on a fast connection, this can take ten to..."Show more
Source: docs/setup/macos_build.rst
4. "some cases. Generating a build as
close to a production build as possible requires code signing.
See ref: Signing Local macOS Builds for more information.

Running outside the development environment
=====

To ...Show more
Source: docs/setup/macos_build.rst
5. "the --gecko-log option.
See [Debugging|Debugging.md] for usage instructions, but the gist is that
you can redirect all Gecko output to stdout:
```
$ shell
% ./mach marionette-test --gecko-log - TEST
```

Our functional integration tests pop up Firefo...Show more
Source: remote/doc/marionette/Testing.md
6. "y after each line.

:
export MOZ_LOG=timestamp,rotate:200,nsHttp:5,cache2:5,nsSocketTransport:5,
nsHostResolver:5
export MOZ_LOG_FILE=~/Desktop/log.txt
cd /Applications/Firefox.app/Contents/MacOS
./firefox

(The instruc...Show more
Source: network/docs/http/logging.rst
7. "copying firefox/candidates/121.0b1-candidates/build1/update/mac/af/firefox-121.0b1.
complete.mar
previousBuildNumber: 1
previousVersion: 121.0b1
product: Firefox
target-120.0b8.partial.mar:
buildid: "...Show more
Source: taskcluster/test/params/mb-ship-firefox-partial.yml
8. "firefox/candidates/121.0b1-candidates/build1/update/mac/bs/firefox-121.0b1.complete.mar
previousBuildNumber: 1
previousVersion: 121.0b1
product: Firefox
target-120.0b8.partial.mar:
buildid: '20231108091943'
..."Show more
Source: taskcluster/test/params/mb-ship-firefox-partial.yml
9. "firefox/candidates/build1/update/mac/af/firefox-121.0b1.complete.mar
previousBuildNumber: 1
previousVersion: 121.0b1
product: Firefox
target-120.0b8.partial.mar:
buildid: '20231108091943'
mar_ur...Show more
Source: taskcluster/test/params/mb-ship-firefox-partial.yml
10. "s121.0b1-candidates/build1/update/mac/uk/firefox-121.0b1.complete.mar
previousBuildNumber: 1
previousVersion: 121.0b1
product: Firefox
target-120.0b8.partial.mar:
buildid: '20231108091943'
mar_ur...Show more
Source: taskcluster/test/params/mb-ship-firefox-partial.yml
11. "log.txt
c:\Program Files\Mozilla Firefox\firefox.exe"
**For 32-bit Windows:**

:
set MOZ_LOG=timestamp,rotate:200,nsHttp:5,cache2:5,nsSocketTransport:5,nsHostResolver:5
set MOZ_LOG_FILE=%TEMP%\log.txt
"c:\Program Fl...Show more
Source: network/docs/http/logging.rst
12. "y after each line.

:
export MOZ_LOG=timestamp,rotate:200,nsHttp:5,cache2:5,nsSocketTransport:5,
nsHostResolver:5
export MOZ_LOG_FILE=~/Desktop/log.txt
cd /Applications/Firefox.app/Contents/MacOS
./firefox

(The instruc...Show more
Source: network/docs/http/logging.rst
13. "mach build"
command.

Starting Firefox
=====

After the build has completed, "./mach run" with the usual options for
running in a debugger ("`gdb`", "```lldb```", "```rr```", etc.) work fine, as do
the `--disable-e10s` and other options.

Wh...Show more
Source: tools/sanitizer/docs/tsan.rst
14. "Debugging On macOS
=====

This document explains how to debug Gecko-based applications such as

```

```

Source Documents:
1. "ing),
you can specify a debugger when you run mochitest:
...
/mach mochitest --debugger=gdb ...

See also the '--debugger-args' and '--debugger-interactive' arguments. You can
also use the '--jsdebugger' argument to debug JavaScript.

## Findin...Show more
Source: testing/docs/mochitest-plain/index.md
2. "
If a preset is selected, then "threads" or "modules" can be used to override the
profiled threads or logging modules enabled, but keeping other aspects of the
preset. If no preset is selected, then a generic profiling preset is used,
"firefox-p..."Show more
Source: xpcom/docs/logging.rst
3. "e.setup_logging(
"mochitest", logger_options, ("tbpl": sys.stdout)
)

self.message_logger = MessageLogger(
logger=self.log, buffering=quiet, structured=True
)

# Max time in seconds to w...Show more
Source: testing/mochitest/runtests.py
4. "1 server,
env["MOZ_DISABLE_SOCKET_PROCESS"] = "1"

if mozinfo.isWin:
env["PATH"] = env["PATH"] + ":" + str(self._xePath)

args = [
"-g",
self._xePath,
"-e",
"const..."Show more
Source: testing/mochitest/runtests.py
5. See https://developer.mozilla.org/en/docs/Mochitest for detailed information on running and
writing mochitests.

Source: testing/mochitest/README.txt
6. "
If a preset is selected, then "threads" or "modules" can be used to override the
profiled threads or logging modules enabled, but keeping other aspects of the
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"firefox-p..."Show more
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)

self.message_logger = MessageLogger(
logger=self.log, buffering=quiet, structured=True
)

# Max time in seconds to w...Show more
Source: testing/mochitest/runtests.py
8. " temporary directory which differs per OS - it's
"/tmp/" on Linux/BSD, "$LOCALAPPDATA\Temp" on Windows, and somewhere in
"/var/folders/" on Mac (whatever the directory service returns for
"/tmp/NS...OS DIR"). Note that just "MOZ_CC_LOG_DIRECTOR..."Show more
Source: docs/performance/memory/gc_and_cc_logs.md
9. "void any mixture of information. The "append" module
specified is then ignored.

Use 'sync' if your browser crashes or hangs
-----
By default, HTTP logging buffers messages and only periodically writes
them to ...Show more
Source: network/docs/http/logging.rst
10. "ack_fixer_function, test_environment
from mozscreenshot import dump_screen

HAVE_PSUTIL = False
try:
import psutil
except ImportError:
pass

import six
from six.moves.urllib.parse import quote_plus as encodeURIComponent..."Show more
Source: testing/mochitest/runtests.py
11. "ing),
you can specify a debugger when you run mochitest:
...
/mach mochitest --debugger=gdb ...

See also the '--debugger-args' and '--debugger-interactive' arguments. You can
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## Findin...Show more
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Source: testing/mochitest/runtests.py
13. "ack_fixer_function, test_environment
from mozscreenshot import dump_screen

HAVE_PSUTIL = False
try:
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import six
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Source: testing/mochitest/runtests.py
14. "void any mixture of information. The "append" module
specified is then ignored.

Use 'sync' if your browser crashes or hangs
-----
By default, HTTP logging buffers messages and only periodically writes
them to ...Show more
Source: network/docs/http/logging.rst

```

Yes, you can enable a logger for a mochitest suite on try by setting the MOZ_LOG environment variable. To do this, modify the buildDriverEnv method in the Python file for the test suite you are interested in and add the necessary environment variable settings. For example, you can add browserEnv["MOZ_LOG"] = "example_logger:3" to set the logging level for example_logger. Additionally, you can set MOZ_LOG_FILE to specify the log file path. This will ensure that the logs are captured and available for download from TreeHerder after the try run.

```

Source Documents:
1. * Common Build Errors

When setting up Firefox, you may encounter some other build errors or
warnings that are not fatal. This document is to help you determine
if the error you're running into is a fatal one or not.

## Watchman unavailable

This is...Show more
Source: docs/setup/common_build_errors.md
3. "ound for a bit longer than expected.
3. Go to the introduction channel <https://chat.mozilla.org/#room/#introduction.mozilla.org>—
and ask for help with your build error. Make sure to post the link to the paste.mozilla.org snippet
you created!...Show more
Source: docs/setup/windows_build.rst
3. database R/W but never supplies a password
-Bug 392522 <https://bugzilla.mozilla.org/show_bug.cgi?id=392522> ...Integrity hashes must
be
updated when passwords are changed.
-Bug 401610 <https://bugzilla.mozilla.org/show_bug.cgi?id=401610> ...Show more
Source: security/nss/doc/legacy/nss_3.12_release_notes.html/index.rst
2. "Bug 498163 <https://bugzilla.mozilla.org/show_bug.cgi?id=498163> ...assert if arg file path
contains cyrylic chars. [!!@space - secmod_arg$Bank - secmod_arg$asBanks -
secmos formatPair - secmod_mkNewModuleSpec]
-Bu...Show more
Source: security/nss/doc/legacy/nss_releases/nss_3.12.4_release_notes/index.rst
5. "Bug 498164 <https://bugzilla.mozilla.org/show_bug.cgi?id=498164> ...Toolchain-win64-v32022_FOoD3p_I8R9t1WmA45NqOw
toolchain-win64-wincheksee_BrK6CmbzRKSWIMvRCDKfW
toolchain-wrench-deps_J6jbOeHSGW0bGA0Z3UmSA
upload-generated-sources-dummy-devediton-macosx64-d...Show more
Source: taskcluster/test/params/mb-ship-firefox.yml
6. "...unfilled-builds

=====
Unified Builds
=====

The Firefox build system uses the technique of "unified builds" (or elsewhere
called "unity builds" <https://en.wikipedia.org/wiki/Unity_build>) to
improve compilation performance...Show more
Source: build/docs/unified-builds.rst
7. * Common Build Errors

When setting up Firefox, you may encounter some other build errors or
warnings that are not fatal. This document is to help you determine
if the error you're running into is a fatal one or not.

## Watchman unavailable

This is...Show more
Source: docs/setup/common_build_errors.md
3. "ound for a bit longer than expected.
3. Go to the introduction channel <https://chat.mozilla.org/#room/#introduction.mozilla.org>—
and ask for help with your build error. Make sure to post the link to the paste.mozilla.org snippet
you created!...Show more
Source: docs/setup/windows_build.rst
9. "Bug 162371 <https://bugzilla.mozilla.org/show_bug.cgi?id=162371> ...Name
name = "mozilla-library"
version = "0.1.0"
authors = [
"The Mozilla Project Developers",
]
[lib]
crate-type = ["staticlib"]

[profile.dev]
panic = "abort"

[profile.release]
panic = "abort"

[dependencies]
mozilla-central/workspace-hack...Show more
Source: python/mozbuild/mozbuild/testbackends/data/rust-library/features/Cargo.toml
10. "die" out for python related failures. innPush with failures: https://treeherder.mozilla.org/jobs?repo=autoland&selectedTaskRun=LMhdjDpRGSctjtATC_G_
0&resultStatus=testfailed%2Cbuild%2Cexception%2Cretry%
2CuUsercancel&revision=4c5b3ec73a9ae0be2ea53...Show more
Source: testing/test/data/bug-162371.json
11. # Common Build Errors

When setting up Firefox, you may encounter some other build errors or
warnings that are not fatal. This document is to help you determine
if the error you're running into is a fatal one or not.

## Watchman unavailable

This is...Show more
Source: docs/setup/common_build_errors.md
12. *Using C++ in Mozilla code
=====

C++ language features
=====

Mozilla code only uses a subset of C++. Runtime type information (RTTI)
is disabled, as it tends to cause a very large increase in codesize.
This means...Show more
Source: devtools/client/shared/coding-style/using_cxx_in_firefox_code.rst
13. "ound for a bit longer than expected.
3. Go to the introduction channel <https://chat.mozilla.org/#room/#introduction.mozilla.org>—
and ask for help with your build error. Make sure to post the link to the paste.mozilla.org snippet
you created!...Show more
Source: docs/setup/windows_build.rst
14. ";" - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2 -:
 vim: sw=2 ts=8 et :
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed with this
 * file, You can obtain one at http://mozilla.org/MPL/2.0/. */
Source: config/mvc-std-wrapper.template.h
15. "is to locate sccommon.h; ensure you are using
make all rather than just make. Another potential workaround is to use the gyp-based build.sh
script. If this affects you, please help us narrow down the cause in 'Bug
1653975. <https://...Show more
Source: security/nss/doc/legacy/nss_releases/nss_3.55_release_notes/index.rst

```

Source Documents:
 1. "e, and
 non-invasive, post an updated version of the patch. For all non-trivial
 changes, another review is necessary.

If at any point the review process stalls for more than two weeks, see
 the previous 'Getting attention' section.

In many open sourc...
 ...Show more
 Source: docs/contributing/how_to_submit_a_patch.rst
 2. "Getting reviews
 =====

Thorough code reviews are one of Mozilla's ways of ensuring code quality.
 Every patch must be reviewed by the module owner of the code, or one of their designated
 peers.

Commit message syntax

...Show more
 Source: docs/contributing/reviews.rst
 3. =====

It is advisable to run your tests before submitting your patch. You can
 do this using Mozilla's "try" server. To submit a GeckoView patch to
 "try" before submitting it for review, type:

```
.. code:: bash
/mach try --preset android-geck...  

Source: mobile/android/docs/geckoview/contributor/geckoview-quick-start.rst
```

4. "backlog. If you don't hear back within this
 time, naturally reach out to them: add a comment to the bug saying
 "reviewer, I have not heard back from you. Please provide information from" box, and add the
 reviewer's name. If they don't respond within a day or two, you can..."
 ...Show more
 Source: docs/setup/contributing_code.rst

5. "ocially, or using the "Mozilla try
 server <https://wiki.mozilla.org/Build:TryServer> ___. Module owners, or
 developers on Matrix <https://chat.mozilla.org/> ___, may be willing to
 submit jobs for those currently without try server privileges.

**Submit th...
 Source: docs/contributing/how_to_submit_a_patch.rst**

6. "no changes are needed, or some changes are required but the
 reviewer does not have time. It is necessary to review or verify
 those changes prior to shipping. Generally, a review will not be passed if
 there are outstanding e2 or...
 ...Show more
 Source: docs/bug-mgmt/processes/accessibility-review.md

7. =====

It is advisable to run your tests before submitting your patch. You can
 do this using Mozilla's "try" server. To submit a GeckoView patch to
 "try" before submitting it for review, type:

```
.. code:: bash
/mach try --preset android-geck...  

Source: mobile/android/docs/geckoview/contributor/geckoview-quick-start.rst
```

8. "ory. For example, if your goal is to add a new
 icon to the toolbar, you can make a commit to add the icon asset and then make a commit
 to use the icon in the code.
 - Commits should generally not undo the work of previous commits in the same PR....
 ...Show more
 Source: mobile/android/docs/shared/android/CONTRIBUTING_code.md

9. "communicate?

First and foremost, like in any Mozilla-run platforms or events, please abide by [the Community
 Participation Guidelines](https://www.mozilla.org/en-US/about/governance/policies/participation/).

Maintainers should **lead by example**. ...Show more
 Source: devtools/docs/contributor/contributing/code-reviews.md

10. "# Finding suitable reviewers

There are several options to find a good reviewer for a patch. If the bug you are working on is
 mentioned, assign the review to the mentor. Otherwise, assign it to the triage owner (visible in the
 "People" section of a Bug). ...Show more
 Source: devtools/docs/contributor/contributing/code-reviews-find-reviewer.md

11. "# Sending your code for review (also known as "sending patches")

First, commit your changes. For example:

```
.. bash
hg add /path/to/file/changed
hg commit -m "Bug 1234567 - [devtools] Implement feature XYZ. r=name.name2!"
```

The commit message exp...
 ...Show more
 Source: devtools/docs/contributor/contributing/making-prs.md

12. "# Submitting patches

You can submit patches by using [Phabricator]. Walk through its documentation
 in how to set it up, and uploading patches for review. Don't worry about which
 person to select for reviewing your code. It will be done automatically...
 ...Show more
 Source: remote/doc/marionette/Patches.md

13. "# Code reviews checklist

This checklist is primarily aimed at reviewers, as it lists important points to check while reviewing
 a patch.

It can also be useful for patch authors: if the changes comply with these guidelines, then it's more
 likely the...
 ...Show more
 Source: devtools/docs/contributor/contributing/code-reviews-checklist.md

14. =====

It is advisable to run your tests before submitting your patch. You can
 do this using Mozilla's "try" server. To submit a GeckoView patch to
 "try" before submitting it for review, type:

```
.. code:: bash
/mach try --preset android-geck...  

Source: mobile/android/docs/geckoview/contributor/geckoview-quick-start.rst
```

15. "ory. For example, if your goal is to add a new
 icon to the toolbar, you can make a commit to add the icon asset and then make a commit to
 use the icon in the code.
 - Commits should generally not undo the work of previous commits in the same PR....
 ...Show more
 Source: mobile/android/docs/shared/android/CONTRIBUTING_code.md

If your patch has been waiting for a review for more than two weeks, you should follow the "Getting
 attention" review guidelines. Add a comment to the bug saying "review ping". Check the "Need
 more information from" box, and add the reviewer's name. If there is still no response within a day
 or two, you can ask for help on Matrix in #introduction.mozilla.org or #development.mozilla.org
 channels. Additionally, you can tag more reviewers or use review groups like #geckoview-reviewers
 in Phabricator to notify more people.

```

Source Documents:
1. "p;
.. code:: js
let thread = gThreadManager.currentThread;
while (thread.hasPendingEvents())
thread.processNextEvent(true);

-----  

Debugging xpcshell-tests  

-----  

Running unit tests under the javascript debugger
~~~~~...Show more
Source: testing/docs/xpcshell/index.rst
2. " test behavior by triggering additional browser code to run, so check test behavior after
making this change.

This is typically a test in core code. You can attempt to add that to
the xpcshell.toml, however as it says, it might affect how the test ...Show more
3. "g2016/02/introducing-rr-chaos-mode.html). This can also sometimes reproduce a failure that
isn't ordinarily reproducible. While it's difficult to debug JS bugs using 'rr', often if you can reliably
reproduce the failure you can at least experiment...Show more
Source: devtools/docs/contributor/tests/debugging-intermittents.md
4. "platform-tests-crashtest: DbyNv13IRFqGB-QgA0g9CQ
test-linux1804-64-devedition-qr/opt/web-platform-tests-print-refest:
V0V0AMULR0GIPIm5O6n0Fg
test-macosx1015-64-devedition-qr/opt/web-platform-tests-refest-1: LKyNjI3RoSYEKWTj3O2-g
test-macosx...Show more
Source: taskcluster/test/params/mb-promote-firefox-partials.yml
5. "platform-tests-crashtest: DbyNv13IRFqGB-QgA0g9CQ
test-linux1804-64-devedition-qr/opt/web-platform-tests-print-refest:
V0V0AMULR0GIPIm5O6n0Fg
test-macosx1015-64-devedition-qr/opt/web-platform-tests-refest-1: LKyNjI3RoSYEKWTj3O2-g
test-macosx...Show more
Source: taskcluster/test/params/mb-promote-firefox.yml
6. " test behavior by triggering additional browser code to run, so check test behavior after
making this change.

This is typically a test in core code. You can attempt to add that to
the xpcshell.toml, however as it says, it might affect how the test ...Show more
Source: testing/docs/xpcshell/index.rst
7. " <DOCTYPE html>
<head>
<meta charset="utf-8" />
<title>XHR2 Timeout Property Tests</title>
<link rel="help" href="https://xhr.spec.whatwg.org/#the-timeout-attribute" data-tested-assertions="following:[of(1)|of(2)]"/>
<link r...Show more
Source: testing/web-platform/tests/xhr/mlmhttprequest-timeout-synconmain.html
8. " <DOCTYPE html>
<html>
<head>
<meta charset="utf-8" />
<title>XHR2 Timeout Property Tests</title>
<link rel="help" href="https://xhr.spec.whatwg.org/#the-timeout-attribute" data-tested-assertions="following:[of(1)|of(2)]"/>
<link r...Show more
Source: testing/web-platform/tests/xhr/mlmhttprequest-timeout-overrides.html
9. " <DOCTYPE html>
<head>
<meta charset="utf-8" />
<title>XHR2 Timeout Property Tests</title>
<link rel="help" href="https://xhr.spec.whatwg.org/#timeout-error" />
<link rel="help" href="https://xhr.spec.whatwg.org/#the-timeout-a..." data-tested-assertions="following:[of(1)|of(2)]"/>
<link r...Show more
Source: testing/web-platform/tests/xhr/mlmhttprequest-timeout-a.html
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<link r...Show more
Source: devtools/docs/contributor/tests/debugging-intermittents.md
11. "g2016/02/introducing-rr-chaos-mode.html). This can also sometimes reproduce a failure that
isn't ordinarily reproducible. While it's difficult to debug JS bugs using 'rr', often if you can reliably
reproduce the failure you can at least experiment...Show more
Source: devtools/docs/contributor/tests/debugging-intermittents.md
12. "on/opt/web-platform-tests-crashtest: IP94vK1Tf-klozApwAMug
test-linux1804-64-devedition-qr/opt/web-platform-tests-print-refest:
EAURjRDCSQySSJ82UjauRQ
test-linux1804-64-devedition-qr/opt/web-platform-tests-privatebrowsing: YL_L_InVQpGiPy5qr...
Source: taskcluster/test/params/mb-push-firefox.yml
13. "on/opt/web-platform-tests-crashtest: IP94vK1Tf-klozApwAMug
test-linux1804-64-devedition-qr/opt/web-platform-tests-print-refest:
EAURjRDCSQySSJ82UjauRQ
test-linux1804-64-devedition-qr/opt/web-platform-tests-privatebrowsing: YL_L_InVQpGiPy5qr...
Source: taskcluster/test/params/mb-push-android.yml
15. "platform-tests-crashtest: DbyNv13IRFqGB-QgA0g9CQ
test-macosx1015-64-devedition-qr/opt/web-platform-tests-print-refest:
V0V0AMULR0GIPIm5O6n0Fg
test-macosx1015-64-devedition-qr/opt/web-platform-tests-refest-1: LKyNjI3RoSYEKWTj3O2-g
test-macosx...Show more
Source: taskcluster/test/params/mb-promote-devedition.yml

To debug the issue, try running the test with the --sequential flag to avoid parallel execution, which
might help isolate the problem. Additionally, you can use the MOZ_DEBUG_CHILD_PROCESS=1
environment variable to pause the child process and attach a debugger to it. If the test still times
out, consider adding more logging to identify where it hangs. If you need an rr trace, ensure the test
runs long enough to capture the failure by adjusting timeouts or adding delays. Finally, verify if
adding firefox-apdpr = browser to the xpcshell.toml manifest resolves any resource access issues.

```

```

Source Documents:
1. "tab1, true);
ok(
tab1.linkedPanel,
"force suspending a tab with beforeunload handler which would show a prompt"
);

BrowserTestUtils.removeTab(tab1);

// Open tab containing a page which has a beforeunload handler which does not show... "Show more
Source: browser/components/sessionstore/test/browser_1284886_suspend_tab.js
2. "ys to control media in the future"
);
await pauseMedia(tab1, VIDEO_ID);
await assertWindowGetSuspended(tab1, { shouldBeSuspended: false });

info("open tab2 and play media");
const tab2 = await createTab(PAGE_NON_AUTOPLAY, { needCheck: tr, "Show more
Source: dom/media/mediacontrol/tests/browser/browser_suspend_inactive_tab.js
3. "fenix/pull/12036
- https://github.com/mozilla/mobile/fenix/pull/15713#issuecomment-703972068
- https://github.com/mozilla/mobile/fenix/pull/15924#issuecomment-861423789
- https://github.com/mozilla/mobile/fenix/pull/20517#pullrequest... "Show more
Source: mobile/android/fenix/app/metrics.yaml
4. "... https://github.com/mozilla/mobile/fenix/pull/22301
- https://github.com/mozilla/mobile/fenix/pull/27068#issuecomment-1251509973
- https://github.com/mozilla/mobile/firefox-android/pull/3319
os:_selected:
interaction
"Show more
Source: mobile/android/fenix/app/metrics.yaml
5. "Firefox for Desktop
=====

Desktop architecture
-----
One of the keys to understanding how Firefox is architected is to know that Gecko is used to render
both web content as well as the UI of the browser. This means that..."Show more
Source: browser/docs/overview.rst
6. "
Source: layout/generic/crashtests/1225592.html
7. "
Source: layout/generic/crashtests/1225592.html
8. "
Source: layout/generic/crashtests/1225592.html
9. "
Source: layout/generic/crashtests/1225592.html
10. "
Source: layout/generic/crashtests/1225592.html
11. "tab1, true);
ok(
tab1.linkedPanel,
"force suspending a tab with beforeunload handler which would show a prompt"
);

BrowserTestUtils.removeTab(tab1);

// Open tab containing a page which has a beforeunload handler which does not show... "Show more
Source: browser/components/sessionstore/test/browser_1284886_suspend_tab.js
12. "L.mozilla/components/support/webextensions/WebExtensionSupport$closeUnsupportedTabs$1
invokeSuspend$S$inlined$Snaps$1$2.L.kotlin.coroutines.Continuation;V
PL.mozilla/components/support/webextensions/WebExtensionSupport$closeUnsupportedTabs$1;
"Show more
Source: mobile/android/fenix/app/src/highly/baselineProfiles/baseline-prof.txt
13. "interaction
HSPL.mozilla/components/support/webextensions/WebExtensionSupport$closeUnsupportedTabs$1;
->invoke(Ljava/lang/Object;Ljava/lang/Object;Ljava/lang/Object;
PL.mozilla/components/support/webextensions/WebExtensionSupport$closeUnsupportedTabs$1;
"Show more
Source: mobile/android/fenix/app/src/highly/baselineProfiles/baseline-prof.txt
14. "Any copyright is dedicated to the Public Domain.
http://creativecommons.org/publicdomain/zero/1.0/
");

add_task(asynchronous function test() {
await SpecialPowers.pushPrefEnv({
set: ["dom.require_user_interaction_for_beforeunload", false],
});
"Show more
Source: browser/components/sessionstore/test/browser_1284886_suspend_tab.js
15. "ys to control media in the future"
);
await pauseMedia(tab1, VIDEO_ID);
await assertWindowGetSuspended(tab1, { shouldBeSuspended: false });

info("open tab2 and play media");
const tab2 = await createTab(PAGE_NON_AUTOPLAY, { needCheck: tr, "Show more
Source: dom/media/mediacontrol/tests/browser/browser_suspend_inactive_tab.js
16. "tab1, true);
ok(
tab1.linkedPanel,
"force suspending a tab with beforeunload handler which would show a prompt"
);

BrowserTestUtils.removeTab(tab1);

// Open tab containing a page which has a beforeunload handler which does not show... "Show more
Source: browser/components/sessionstore/test/browser_1284886_suspend_tab.js
17. "Any copyright is dedicated to the Public Domain.
http://creativecommons.org/publicdomain/zero/1.0/
");

add_task(asynchronous function test() {
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set: ["dom.require_user_interaction_for_beforeunload", false],
});
"Show more
Source: browser/components/sessionstore/test/browser_1284886_suspend_tab.js
18. "L.mozilla/components/sessionstore/test/browser_1284886_suspend_tab.js
invokeSuspend$S$inlined$Snaps$1$2.L.kotlin.coroutines.Continuation;V
PL.mozilla/components/support/webextensions/WebExtensionSupport$closeUnsupportedTabs$1
"Show more
Source: mobile/android/fenix/app/src/highly/baselineProfiles/baseline-prof.txt
19. "ok
With FirefoxViewHandler tab selected,
"Firefox View tab is not selected anymore (home page opened in the foreground)"
);
});

add_task(asynchronous function number_tab_select_shortcut() {
await withFirefoxView(), async browser, "Show more
Source: browser/components/firefoxview/tests/browser/browser_firefoxview_tab.js
20. "lla.mozilla.org/show_bug.cgi?id=1539750">...
- Firefox 74: Added AvailableSwapMemory and PurgeablePhysicalMemory
(bug 1587721 <https://bugzilla.mozilla.org/show_bug.cgi?id=1587721>)
- Firefox 74: Added MainThreadRunnableName ("bug 1608158 <http... "Show more
Source: invalid/unreconciled/changesets/1539750/bug-1587721.patch/rv=unreviewed

```

Yes, Firefox has a suspended sleeping tab feature, which is implemented at the platform level within the browser's codebase. This feature allows tabs to be discarded or suspended to save resources, and it is managed by the browser's session store and tab management components.

Source Documents:

1. "ow to reliably run a number of the tests. Before running a specific test on 'Try' for the first time, it may be best to check the relevant test suite manifest. This can be done easily with Searchfox.org by searching for and viewing a test file..."Show more
- Source: docs/contributing/debugging/debugging_webrtc_calls.rst
2. "Create a new test result for a test in a session." [read] | /results-api/read.md | Read all test results of a session. |
- | ...Show more
- Source: testing/web-platform/tests/tools/wave/docs/rest-api/README.md
3. "If that fails, you can download the WPT repository([https://web-platform-tests.org/writing-tests/github-intro.html]) and use git([https://git-scm.com]) to perform more powerful searches.

The following table lists some common search criteria and examples of..."Show more

- Source: testing/web-platform/tests/docs/writing-tests/making-a-testing-plan.md
4. "WPT conformance-checker tests

The files in this part of the tree are not browser tests; they're documents intended for testing the behavior of conformance checkers (e.g., validator.nu and the W3C Nu Markup Validator).

To update the generated test..."Show more

- Source: testing/web-platform/tests/conformance-checkers/README.md
5. "...so passing test ids rather than paths is sometimes necessary to run exactly one test.

The testsuite contains a mix of various test types including Javascript ("testnames") tests, reftests and wdspec tests. To limit the type of tests that get..."Show more

- Source: testing/web-platform/docs/index.rst
6. "suite,

allowing anyone to run the tests by visiting from an Internet-enabled browser of their choice

- [View live results](https://treeherder.mozilla.org/userguide/)

- live wpt results for a try push of test results collected from an array of web browsers on a regular basis

- [Real-time chat room](https://treeherder.mozilla.org/realtime/)

- Source: testing/web-platform/tests/README.md
7. "Understanding Treeherder Results

Treeherder <https://treeherder.mozilla.org/userguide> serves as the primary dashboard for developers looking to view CI test results from their try pushes. The main purpose of the..."Show more

- Source: testing/docs/treeherder-try/index.rst
8. "Is with DevTools, many resources are loaded and cached, so that all next interactions will be significantly faster.

" and many other smaller tests, focused on one particular feature or possible slowness for each panel.

How to see the results from..."Show more

- Source: devtools/docs/contributor/tests/performance-tests-damp.md
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- Source: docs/contributing/debugging/debugging_webrtc_calls.rst
15. "The web-platform-tests Project

[Taskcluster CI Status](https://community-tc.services.mozilla.com/api/github/v1/repository/web-platform-tests/wpt/master/badge.svg)]([https://community-tc.services.mozilla.com/api/github...]

Show more

- Source: testing/web-platform/tests/README.md

```

Source Documents:
1. "..._unified-builds:
=====
Unified Builds
=====

The Firefox build system uses the technique of "unified builds" (or elsewhere
called "unity builds <https://en.wikipedia.org/wiki/Unity\_build>") to
improve compilation performance...Show more
Source: build/docs/unified-builds.rst
2. "it status"), you can have them brought back by discarding changes in your source tree: ``git
restore``.

1. Build
-----
Now that your system is bootstrapped, you should be able to build!
.. code-block:: shell
cd c:/mozilla-source/mozilla..."Show more
Source: docs/setup/windows_build.rst
3. "-c_add_options --disable-unified-build"

Other notes:
=====
* Some IDEs (such as VSCode with "clangd") build files in standalone mode, so they may show
more failures than a "make build".
* The amount of files per chunk can be adjusted i...Show more
Source: build/docs/unified-builds.rst
4. "the template config file in your editor by running ``hg config --local --edit`` or
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.. code-block:: shell
[paths]
default = https://hg.mozilla.org/mozilla-un..."Show more
Source: docs/contributing/vcs/mercurial_bundles.rst
5. "some cases. Generating a build as
close to a production build as possible requires code signing.
See ref: Signing Local macOS Builds for more information.

Running outside the development environment
-----
To ...Show more
Source: docs/setup/macos_build.rst
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close to a production build as possible requires code signing.
See ref: Signing Local macOS Builds for more information.

Running outside the development environment
-----
To ...Show more
Source: docs/setup/macos_build.rst
10. "# Common Build Errors

When setting up Firefox, you may encounter some other build errors or
warnings that are not fatal. This document is to help you determine
if the error you're running into is a fatal one or not.

## Watchman unavailable

This is...Show more
Source: docs/setup/common_build_errors.md
11. "..._unified-builds:
=====
Unified Builds
=====

The Firefox build system uses the technique of "unified builds" (or elsewhere
called "unity builds <https://en.wikipedia.org/wiki/Unity\_build>") to
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14. "the template config file in your editor by running ``hg config --local --edit`` or
``EDITOR=<editor-of-your-choice> hg config --local --edit``

.. code-block:: shell

```

To reproduce non-unified build failures locally, set the following flag in your mozconfig file:
`ac_add_options --disable-unified-build`. This will configure the build system to compile files
individually rather than in unified chunks, helping you identify and debug issues that arise in a non-
unified build environment.

Source Documents:

1. "erating System, will download a lot of data (years of Firefox history!) then guide you through the interactive setup process.

Downloading can take from 40 minutes to two hours (depending on your connection) and the repository should be less than 5GB.. "Show more
Source: docs/contributing/contribution_quickref.rst

2. "-----

Now that your system is ready, we can download the source code and have Firefox automatically download the other dependencies it needs. The below command will download a lot of data (years of Firefox history!) then guide you t... "Show more
Source: docs/setup/macros_build.rst

3. "Building Firefox On Linux
=====

This document will help you get set up to build Firefox on your own computer. Getting set up can take a while - we need to download a lot of bytes! Even on a fast connection, this can take ten to t... "Show more
Source: docs/setup/linux_build.rst

4. "mozboot - Bootstrap your system to build Mozilla projects
=====

This package contains code used for bootstrapping a system to build mozilla-central.

This code is not part of the build system per s... "Show more
Source: python/mozboot/README.rst

5. "... you can grab the source code in "git" form by running the bootstrap script with the "vcs" parameter:
.. code-block:: shell

```
python3 bootstrap.py --vcs=git
```

This uses 'Git Cinnabar <https://github.com/glandium/git-cinnabar/>'... "Show more
Source: docs/setup/windows_build.rst

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```

This uses 'Git Cinnabar <https://github.com/glandium/git-cinnabar/>'... "Show more
Source: docs/setup/windows_build.rst

10. "...ons)
if not srdir:
 return 1
print("Clone complete.")
print()
"If you need to run the tooling bootstrapping again."
"then consider running '.mach bootstrap' instead."
i... "Show more
Source: python/mozboot/bin/bootstrap.py

11. "-----

Now that your system is ready, we can download the source code and have Firefox automatically download the other dependencies it needs. The below command will download a lot of data (years of Firefox history!) then guide you t... "Show more
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12. "erating System, will download a lot of data (years of Firefox history!) then guide you through the interactive setup process.

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```

This uses 'Git Cinnabar <https://github.com/glandium/git-cinnabar/>'... "Show more
Source: docs/setup/windows_build.rst

```

Source Documents:
1. "!(isWin) {
  add_task(async function test_maximize_fullscreen_restore() {
    let win = await BrowserTestUtils.openNewBrowserWindow();
    await restoreWindowToNormal(win);
  }
  info("Maximize window");
  await checkSizeModeAndFullscreenState(
    "Show more"
  );
  Source: dom/base/test/fullscreen/browser_fullscreen-sizemode.js
  2. "indow with closeWindowForRestoration, and popup
  // windows should never fire the browser-lastwindow notifications.
  is{
  obs["browser-lastwindow-close-requested"],
  0,
  "Got expected browser-lastwindow-close-requested notification... "Show more
  Source: browser/components/sessionstore/test/browser_354894_perwindowpb.js
  3. "the notification's object has a corresponding
  // top-level widget (an nsCocoaWindow object), it has a delegate (set in
  // nsCocoaWindow::StandardCreate()) of class WindowDelegate, and otherwise
  // (not Camino didn't use top-level widgets)
  Source: widget/cocoa/nsWindowMap.mm
  4. "indow with closeWindowForRestoration, and popup
  // windows should never fire the browser-lastwindow notifications.
  is{
  obs["browser-lastwindow-close-requested"],
  0,
  "Got expected browser-lastwindow-close-requested notification... "Show more
  Source: browser/components/sessionstore/test/browser_354894_perwindowpb.js
  5. " test_uri null
  callback_onSuccess: null;
  callback_onFinalize: null;
}

onOpenWindow(aXULWindow) {
  Services.wm.removeListener(this);
}

let domwindow = aXULWindow.docShell.domWindow;
let onLoad = () => {
  is{
  domwindow.do_("Show more"
  Source: browser/base/content/test/general/browser_fullscreen-window-open.js
  6. "indow with closeWindowForRestoration, and popup
  // windows should never fire the browser-lastwindow notifications.
  is{
  obs["browser-lastwindow-close-requested"],
  0,
  "Got expected browser-lastwindow-close-requested notification... "Show more
  Source: browser/components/sessionstore/test/browser_354894_perwindowpb.js
  7. "!(isWin) {
  add_task(async function test_maximize_fullscreen_restore() {
    let win = await BrowserTestUtils.openNewBrowserWindow();
    await restoreWindowToNormal(win);
  }
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  await checkSizeModeAndFullscreenState(
    "Show more"
  );
  Source: dom/base/test/fullscreen/browser_fullscreen-sizemode.js
  8. "the notification's object has a corresponding
  // top-level widget (an nsCocoaWindow object), it has a delegate (set in
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let domwindow = aXULWindow.docShell.domWindow;
let onLoad = () => {
  is{
  domwindow.do_("Show more"
  Source: browser/base/content/test/general/browser_fullscreen-window-open.js
  10. "or use with clients that (like Camino) don't use top-level widgets (and
  // don't have NSWindow delegates of class WindowDelegate).
  // (void)deactivateInWindowViews(NSWindow*)aWindow {
  NS_OBJC_BEGIN_TRY IGNORE_BLOCK:
  id firstResponder = aWindow.f_."Show more"
  Source: widget/cocoa/nsWindowMap.mm
  11. "/* Any copyright is dedicated to the Public Domain.
  http://creativecommons.org/publicdomain/zero/1.0/ */

  add_task(asyc function () {
  registerCleanupFunction(function () {
    window.restore();
  });
  if (window.isAlive()) {
    return gBrowser... "Show more
  Source: browser/base/content/test/general/browser_minimize.js
  12. "indow with closeWindowForRestoration, and popup
  // windows should never fire the browser-lastwindow notifications.
  is{
  obs["browser-lastwindow-close-requested"],
  0,
  "Got expected browser-lastwindow-close-requested notification... "Show more
  Source: browser/components/sessionstore/test/browser_354894_perwindowpb.js
  13. "deChange;
  is{
  window.windowState,
  window.STATE_MINIMIZED,
  "Window should be minimized after fullscreen."
  });

  // Whether or not the previous transition worked, restore the window
  // and then minimize it.
  await restoreWindowToNorm... "Show more
  Source: browser/base/content/test/fullscreen/browser_fullscreen_from_minimize.js
  14. "!(isWin) {
  add_task(asyc function test_maximize_fullscreen_restore() {
    let win = await BrowserTestUtils.openNewBrowserWindow();
    await restoreWindowToNormal(win);
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  info("Maximize window");
  await checkSizeModeAndFullscreenState(
    "Show more"
  );
  Source: dom/base/test/fullscreen/browser_fullscreen-sizemode.js
  15. "indow[0].zIndex,
  3,
  "Window #1 should have the correct z-index"
  Assert.equal(
  state.windows[1].zIndex,
  2,
  "Window #2 should have correct z-index"
  );
  Assert.equal(
  state.windows[2].zIndex,
  1,
  "Window #3 shoul... "Show more
  Source: browser/components/sessionstore/test/browser_restore_reversed_z_order.js
}

```

Yes, calling `domWindow.restore()` on a minimized window should trigger an 'activate' event on all desktop platforms, as restoring a window typically brings it back to the foreground and activates it.

```

Source Documents:
1. "Mercurial Overview"
=====
Mercurial is a source-code management tool which allows users to keep track of changes to the
source code locally and share their changes with others.
We also support Git as VCS (see ref:Firefox Contributors' ... "Show more
Source: docs/contributing/vcs/mercurial_bundles.rst
2. "the template config file in your editor by running "hg config --local --edit" or
"EDITOR=<editor-of-your-choice> hg config --local --edit"
...
code-block:: shell

[paths]
default = https://hg.mozilla.org/mozilla-un... "Show more
Source: docs/setup/windows_build.rst
3. "it status"), you can have them brought back by discarding changes in your source tree: "git
restore".
...
1. Build
-----
Now that your system is bootstrapped, you should be able to build!
...
code-block:: shell

cd c:/mozilla-source/mozilla... "Show more
Source: docs/setup/windows_build.rst
4. Go to the #introduction channel <https://chat.mozilla.org/#room/#introduction:mozilla.org> ...
and ask for help with your build error. Make sure to post the link to the paste.mozilla.org snippet
you created!... "Show more
Source: docs/setup/windows_build.rst
5. "Mercurial Bundles
=====

If you have a poor network connection that is preventing "hg clone" from completing, you may
want to try downloading a bundle of the repository you're interested in. This is useful since a file
download, unlike ... "Show more
Source: docs/contributing/vcs/mercurial_bundles.rst
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want to try downloading a bundle of the repository you're interested in. This is useful since a file
download, unlike ... "Show more
Source: docs/contributing/vcs/mercurial_bundles.rst
10. "write("hello")"

m = get_mercurial_vcs_obj()
m.vcs_config = {
    'repo': 'self.repoDir',
    'dest': 'self.wc',
    'revision': 'self.revisions[0]',
    'vcs_share_base': os.path.join(self.tmpdir, "share"),
}
...
Source: testing/mozharness/test/test_base_vcs_mercurial.py
11. "the template config file in your editor by running "hg config --local --edit" or
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default = https://hg.mozilla.org/mozilla-un... "Show more
Source: docs/contributing/vcs/mercurial_bundles.rst
12. "Mercurial Overview
=====

Mercurial is a source-code management tool which allows users to keep track of changes to the
source code locally and share their changes with others.
We also support Git as VCS (see ref:Firefox Contributors' ... "Show more
Source: docs/contributing/vcs/mercurial.rst
13. "e version of Mercurial that is
packaged by your distro, you can skip this section. However, keep in
mind that distro-packaged Mercurial may be outdated, and therefore
slower and less supported.
...
code-block:: shell

python3 -m pip install --use ...
Source: docs/setup/linux_build.rst
14. "it status"), you can have them brought back by discarding changes in your source tree: "git
restore".
...
1. Build
-----
Now that your system is bootstrapped, you should be able to build!
...
code-block:: shell

cd c:/mozilla-source/mozilla... "Show more
Source: docs/setup/windows_build.rst
15. "Mercurial Bundles
=====

If you have a poor network connection that is preventing "hg clone" from completing, you may
want to try downloading a bundle of the repository you're interested in. This is useful since a file
download, unlike ... "Show more
Source: docs/contributing/vcs/mercurial_bundles.rst

```

It sounds like your Mercurial installation is not in your system's PATH. You can resolve this by adding the directory containing hg.exe to your PATH environment variable. Since you mentioned that Mercurial is installed in c:\mozilla-build\python3\lib\site-packages, you should add c:\mozilla-build\python3\Scripts to your PATH. You can do this by running the following command in your terminal: setx PATH "%PATH%;c:\mozilla-build\python3\Scripts". After doing this, restart your terminal and try running hg pull again. If the issue persists, you might want to reinstall Mercurial to ensure the installation is complete and not corrupted by the antivirus interruption.

Source Documents:

```

1. /*
 * Copyright © 2023, VideoLAN and dav1d authors
 * All rights reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the following conditions are met
 *
 * 1. Redistributions... "Show more
Source: third_party/dav1d/src/cloongarch/cpu.h
2. "cal_processors(Dav1dContext *c);"

static ALWAYS_INLINE unsigned dav1d_get_cpu_flags(void) {
    unsigned flags = dav1d_cpu_flags & dav1d_cpu_flags_mask;
}

#endif /* TRIM_DSP_FUNCTIONS */
/* Since this function is inlined, unconditionally setting a flag here ... "Show more
Source: third_party/dav1d/src/cpucpu.h
3. */

 * Copyright © 2019, VideoLAN and dav1d authors
 * Copyright © 2019, Janne Grunau
 * All rights reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the following condition..."Show more
Source: third_party/dav1d/src/cpucpu.h
4. */

 * Copyright © 2022, VideoLAN and dav1d authors
 * Copyright © 2022, Nathan Egge
 * All rights reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the following conditions..."Show more
Source: third_party/dav1d/src/csvc/cpu.h
5. */

 * Copyright © 2018-2022, VideoLAN and dav1d authors
 * Copyright © 2018-2022, Two Orioles, LLC
 * All rights reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the folio..."Show more
Source: third_party/dav1d/src/csvc/cpu.h
6. */

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 * Copyright © 2018, Two Orioles, LLC
 * All rights reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the following ..."Show more
Source: third_party/dav1d/src/codata.h
7. /* DAV1D_ERR(EINVAL));
validate_input_or_realloc(>operating_point >= 0 &&
>>operating_point <= 31, DAV1D_ERR(EINVAL));
validate_input_or_realloc(>decode_frame_type >= DAV1D_DECODEFRAME_TYPE_ALL &&
"Show more
Source: third_party/dav1d/src/libcode.h
8. */

 * Copyright © 2018, VideoLAN and dav1d authors
 * Copyright © 2018, Two Orioles, LLC
 * All rights reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the following cond..."Show more
Source: third_party/dav1d/src/libcode.h
9. "n |= (~c < 0 ? ((1 <= c) ? 0 : ~c) : size < 4)
if (explode & !(>>arg_size & AV_EF_EXPLODE));
av_log(c, explode ? AV_LOG_ERROR : AV_LOG_WARNING,
"Error decoding extradata");
return explode ? AVERROR(-) : Show more
Source: media/libavcodec/libavcodeclibdav1d.c
10. */

 * Copyright © 2018, VideoLAN and dav1d authors
 * Copyright © 2018, Two Orioles, LLC
 * All rights reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the following cond..."Show more
Source: third_party/dav1d/src/codata.c
11. "use performance regressions. -"
);

unsigned dav1d_get_cpu_flags_x86(void);
#endif /* DAV1D_SRC_X86_CPU_H */

Source: third_party/dav1d/src/x86/cpu.h
12. */

 * Copyright © 2023, VideoLAN and dav1d authors
 * Copyright © 2023, Two Orioles, LLC
 * All rights reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the following cond..."Show more
Source: third_party/dav1d/src/x86/pal.h
13. /*

 / search for "--cpumask xxx" in argv and remove both parameters
int LLVMFuzzerInitialize(int argc, char **argv) {
    int i = 1;
    for (; i < argc; i++) {
        if (!strcmp(argv[i], "--cpumask")) {
            const char * cpumask = "--Show more
Source: third_party/dav1d/test/libfuzzer/dav1d_fuzzer.c
14. ")

 * Copyright © 2018, VideoLAN and dav1d authors
 * Copyright © 2018, Janne Grunau
 * All rights reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the following condition..."Show more
Source: third_party/dav1d/test/libfuzzer/dav1d_fuzzer.c
15. "gs & DAV1D_X86_CPU_FLAG_SSSE3)) return;

c->save_tmvs = dav1d_save_tmvs_ssse3;

if (!(flags & DAV1D_X86_CPU_FLAG_SSE41)) return;
#If ARCH_X86_64
c->load_tmvs = dav1d_load_tmvs_sse4;

if (!(flags & DAV1D_X86_CPU_FLAG_AVX2)) return;
"Show more
Source: third_party/dav1d/src/x86/refmvs.h

```

To verify that you haven't broken the core count detection in dav1d after modifying the source code, you can run the dav1d executable with the `-cpu` option, which will print out the detected CPU features and core count. Additionally, you can compare the output with the expected core count on your system using tools like `lscpu` on Linux or `wmic cpu get NumberOfLogicalProcessors` on Windows.

```

Source Documents:
1. "Mercurial Bundles"
=====
If you have a poor network connection that is preventing "hg clone" from completing, you may
want to try downloading a bundle of the repository you're interested in. This is useful since a file
download, unlike ... "Show more
Source: docs/contributing/vcs/mercurial_bundles.rst
2. "the template config file in your editor by running ``hg config --local --edit`` or
``EDITOR=<editor-of-your-choice> hg config --local --edit``

.. code-block:: shell

[paths]
default = https://hg.mozilla.org/mozilla-unib... "Show more
Source: docs/contributing/vcs/mercurial_bundles.rst
3. separate repos that (in
most cases) have the locale's two character ISO code. To get the repo
that you need look for the repo you're interested in on the following
page.

URL: https://hg.mozilla.org/10n-central/

Unified Repositories
-----
... "Show more
Source: docs/contributing/vcs/mercurial.rst
4. "it status"), you can have them brought back by discarding changes in your source tree: ``git
restore ``.

1. Build
-----
Now that your system is bootstrapped, you should be able to build!
.. code-block:: shell

cd /c/mozilla-source/mozilla... "Show more
Source: docs/setup/windows_build.rst
5. "... _unified-builds:

=====
Unified Builds
=====

The Firefox build system uses the technique of "unified builds" (or elsewhere
called "unity builds <https://en.wikipedia.org/wiki/Unity_build>_") to
improve compilation performance... "Show more
Source: build/docs/unified-builds.rst
6. "it status"), you can have them brought back by discarding changes in your source tree: ``git
restore ``.

1. Build
-----
Now that your system is bootstrapped, you should be able to build!
.. code-block:: shell

cd /c/mozilla-source/mozilla... "Show more
Source: docs/setup/windows_build.rst
7. "you are
building Firefox for Android, you should also see the :ref:`GeckoView Contributor Guide
<geckoview-contributor-guide>`.

1. Build
-----
Now that your system is bootstrapped, you should be able to build!
.. code-block:: shell

cd /c/mozilla-source/mozilla... "Show more
Source: docs/setup/linux_build.rst
8. "... _unified-builds:

=====
Unified Builds
=====

The Firefox build system uses the technique of "unified builds" (or elsewhere
called "unity builds <https://en.wikipedia.org/wiki/Unity_build>_") to
improve compilation performance... "Show more
Source: build/docs/unified-builds.rst
9. "Go to a local channel expected.
3. Go to the introduction channel <https://chat.mozilla.org/#room/#introduction:mozilla.org>_
and ask for help with your build error. Make sure to post the link to the paste.mozilla.org snippet
you created!... "Show more
Source: docs/setup/windows_build.rst
10. "# Common Build Errors

When setting up Firefox, you may encounter some other build errors or
warnings that are not fatal. This document is to help you determine
if the error you're running into is a fatal one or not.

## Watchman unavailable

This is... "Show more
Source: docs/setup/common_build_errors.md
11. "Mercurial Bundles
=====

If you have a poor network connection that is preventing "hg clone" from completing, you may
want to try downloading a bundle of the repository you're interested in. This is useful since a file
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Source: docs/contributing/vcs/mercurial_bundles.rst
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Source: build/docs/unified-builds.rst
13. "it status"), you can have them brought back by discarding changes in your source tree: ``git
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1. Build
-----
Now that your system is bootstrapped, you should be able to build!
.. code-block:: shell

cd /c/mozilla-source/mozilla... "Show more
Source: docs/setup/windows_build.rst
14. "the template config file in your editor by running ``hg config --local --edit`` or
``EDITOR=<editor-of-your-choice> hg config --local --edit``

.. code-block:: shell

[paths]
default = https://hg.mozilla.org/mozilla-unib... "Show more

```

It sounds like there might be an issue with your Mercurial installation. The mozilla-unified folder is indeed the correct folder for the cloned repository, but if you're getting 'command not found' errors when trying to execute hg --version, it indicates that Mercurial is not properly installed or not in your system's PATH. First, make sure that hg is properly installed. If it is installed, make sure the path to hg.exe is included in your system's PATH environment variable. You can verify this by opening a new command prompt and typing where hg to see if it locates the hg.exe file. If not, add the directory containing hg.exe to your PATH and try again.

```

Source Documents:
1. "Mercurial Overview"
=====
Mercurial is a source-code management tool which allows users to keep track of changes to the
source code locally and share their changes with others.
We also support Git as VCS (see ref:Firefox Contributors' ... "Show more
Source: docs/contributing/vcs/mercurial.rst
2. "s
=====

If you don't have the Firefox source code available, you should edit your Mercurial configuration
file to look like the following:
... code-block:: shell
[ul]
username = Your Real Name <user@example.com>
merge ...Show more
Source: docs/contributing/vcs/mercurial.rst
3. "Mercurial Bundles
=====
If you have a poor network connection that is preventing "hg clone" from completing, you may
want to try downloading a bundle of the repository you're interested in. This is useful since a file
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Source: docs/contributing/vcs/mercurial_bundles.rst
4. "e version of Mercurial that is
packaged by your distro, you can skip this section. However, keep in
mind that distro-packaged Mercurial may be outdated, and therefore
slower and less supported.
... code-block:: shell
python3 -m pip install --use ... "Show more
Source: docs/setup/linux_build.rst
5. "s are incredibly
useful for basic development:
... mozext <https://hg.mozilla.org/hgcustom/version-control-tools/file/default/hgext/mozext> __
Mozilla-specific functionality to aid in developing Firefox/Gecko.

Configuring the try repository
----- "Show more
Source: docs/contributing/vcs/mercurial.rst
6. "Mercurial Overview
=====

Mercurial is a source-code management tool which allows users to keep track of changes to the
source code locally and share their changes with others.
We also support Git as VCS (see ref:Firefox Contributors' ... "Show more
Source: docs/contributing/vcs/mercurial.rst
7. "... - Mode:rst; fill-column: 80; ->
=====

Mozilla Central Quick Start
=====
Table of contents
=====
... contents:: :local:

Firefox Developer Git Quick Start Guide
===== "Show more
Source: mobile/android/docs/geckoview/contributor/mc-quick-start.rst
8. "s
=====

If you don't have the Firefox source code available, you should edit your Mercurial configuration
file to look like the following:
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[ul]
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Source: docs/contributing/vcs/mercurial.rst
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restore`` .
1. Build
-----
Now that your system is bootstrapped, you should be able to build!
... code-block:: shell
cd /mozilla-source/mobile ... "Show more
Source: docs/setup/windows_build.rst
10. "e version of Mercurial that is
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python3 -m pip install --use ... "Show more
Source: docs/setup/linux_build.rst
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If you have a poor network connection that is preventing "hg clone" from completing, you may
want to try downloading a bundle of the repository you're interested in. This is useful since a file
download, unlike ... "Show more
Source: docs/contributing/vcs/mercurial_bundles.rst

```

To get a version of the Firefox repository as it was on a certain date using Mercurial, you can use the hg update command with the -d option to specify the date. First, clone the repository using hg clone <https://hg.mozilla.org.mozilla-central/firefox-source> and navigate into the directory with cd firefox-source. Then, update to the desired date with hg update -d "YYYY-MM-DD", replacing YYYY-MM-DD with the specific date you are interested in. This will update your working directory to the state of the repository as it was on that date.

```

Source Documents:
1. /* - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2 -*- */
/* vim: set ts=8 sts=2 et sw=2 tw=80: */
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed...Show more
Source: xpcom/string/nsString.h
2. /* - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2 -*- */
/* vim: set ts=8 sts=2 et sw=2 tw=80: */
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed...Show more
Source: xpcom/base/MacStringHelpers.h
3. /* - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2 -*- */
/* vim: set ts=8 sts=2 et sw=2 tw=80: */
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed...Show more
Source: xpcom/base/MacStringHelpers.h
4. #b6ASCII(char) = delete;
};

class NS_ConvertASCItoUTF16 : public nsAutoString {
public:
explicit NS_ConvertASCItoUTF16(const char* aCString) {
AppendASCItoUTF16(mozilla::MakeRangeSpan(aCString), *this);
}

NS_ConvertASCItoUTF16(const...Show more
Source: xpcom/string/nsString.h
5.*/
/* Copyright 2015 The WebRTC project authors. All Rights Reserved.

* Use of this source code is governed by a BSD-style license
* that can be found in the LICENSE file in the root of the source
* tree. An additional intellectual property...Show more
Source: third_party/libwebrtc/sdk/include/nsString+StdString.mm
6. /*

Helper methods and classes: Some of these classes look like functions,
because they are most often used as temporary objects on the stack.

Short zero-terminated ASCII strings
-----
If you have a short zero-terminat...Show more
Source: xpcom/docs/stringguide.rst
7. /* - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2 -*- */
/* vim: set ts=8 sts=2 et sw=2 tw=80: */
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distribut...Show more
Source: xpcom/base/MacStringHelpers.h
8. */ Copyright (c) 2006-2008 The Chromium Authors. All rights reserved.
/* Use of this source code is governed by a BSD-style license that can be
*/ found in the LICENSE file.

#include "base/sys_string_conversions.h"

#import <Foundation/Foundation.h>; Show more
Source: ipc/chromium/src/base/sys_string_conversions_mac.mm
9. /* - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2 -*- */
/* vim: set ts=8 sts=2 et sw=2 tw=80: */
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distribut...Show more
Source: xpcom/string/nsString.h
10. #b6ASCII(char) = delete;
};

class NS_ConvertASCItoUTF16 : public nsAutoString {
public:
explicit NS_ConvertASCItoUTF16(const char* aCString) {
AppendASCItoUTF16(mozilla::MakeRangeSpan(aCString), *this);
}

NS_ConvertASCItoUTF16(const...Show more
Source: xpcom/string/nsString.h
11. /* - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2 -*- */
/* vim: set ts=8 sts=2 et sw=2 tw=80: */
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distribut...Show more
Source: xpcom/base/MacStringHelpers.h
12. /* - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2 -*- */
/* vim: set ts=8 sts=2 et sw=2 tw=80: */
/* This Source Code Form is subject to the terms of the Mozilla Public
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Source: xpcom/base/MacStringHelpers.h
13. /* - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2 -*- */
/* vim: set ts=8 sts=2 et sw=2 tw=80: */
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distribut...Show more
Source: xpcom/base/MacStringHelpers.h
14. "toCString". These pre-allocate a 64-byte
buffer on the stack, and avoid fragmenting the heap. Don't do this:

.. code-block:: cpp

HRESULT
foo()
{
    nsCString bar;
}
instead:
.. code-block:: cpp

HRESULT
foo()
{
    // Show more
Source: docs/code-quality/coding-style/coding_style_cpp.rst
15. /*CFStringEncodingWindowsBalticKim: CFStringEncoding = 0x0507;
pub const KCFStringEncodingWindowsVietnamese: CFStringEncoding = 0x0508;
pub const KCFStringEncodingWindowsKoreanJohab: CFStringEncoding = 0x0510;
pub const KCFStringEncodingANSI: CFStringEncoding = 0x0511;
Source: third_party/rust/core-foundation-sys/src/string.rs

```

Yes, you can convert an nsString (UTF-16) to an nsCString (UTF-8) using the NS_ConvertUTF16toUTF8 helper class. For example, you can do nsCString utf8String = NS_ConvertUTF16toUTF8(utf16String); where utf16String is your nsString instance.

Source Documents:
 1. *# Submitting patches
 You can submit patches by using [Phabricator]. Walk through its documentation in how to set it up, and uploading patches for review. Don't worry about which person to select for reviewing your code. It will be done automatically... "Show more
 Source: remote/doc/mariette/Patches.md
 2. *# Submitting patches
 You can submit patches by using [Phabricator]. Walk through its documentation in how to set it up, and uploading patches for review. Don't worry about which person to select for reviewing your code. It will be done automatically... "Show more
 Source: testing/geckodriver/doc/Patches.md
 3. *.io/en/latest/phabricator-user.html>__

To update the working directory

If you're finished with a patch and would like to return to the tip to make a new patch:

```
.. code-block:: shell
$ hg pull central
$ hg... "Show more
Source: docs/contributing/contribution_quickref.rst
4. "Working with stack of patches Quick Reference
=====
Working on Firefox, we strongly recommend working with stack of patches.
Patches should be small and could be landed in the order used to push them.
This als... "Show more
Source: docs/contributing/stack_quickref.rst
5. "ercial or SVN repository not requiring level 3 access.

Level 3: Core access. You will need this level to commit directly to any
of the core repositories (Firefox/Thunderbird/Fennec).

If you wish to apply for commit access, please follow the guide... "Show more
Source: mobile/android/docs/geckoview/contributor/contributing-to-mc.rst
6. *# Submitting patches
```

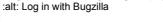
You can submit patches by using [Phabricator]. Walk through its documentation in how to set it up, and uploading patches for review. Don't worry about which person to select for reviewing your code. It will be done automatically... "Show more
 Source: remote/doc/mariette/Patches.md
 7. *.dnn/serviceworkers

To run tests based on :ref:`GTest` (C/C++ based unit tests), run:

```
.. code-block:: shell
$ ./mach gtest 'QuotaManager.'
```

To test a change remotely

Running all the tests for Firefox takes a very lon... "Show more
 Source: docs/contributing/contribution_quickref.rst
 8. *# Submitting patches
 You can submit patches by using [Phabricator]. Walk through its documentation in how to set it up, and uploading patches for review. Don't worry about which person to select for reviewing your code. It will be done automatically... "Show more
 Source: testing/geckodriver/doc/Patches.md
 9. __

 figure: ./assets/tl_loginBugzilla.png
 alt: Log in with Bugzilla

alt text
 - You will be redirected back to Phabricator, where you will have to
 create a new Phabricator account.

.. raw:: html
<Screenshot Needed>
... "Show more
Source: mobile/android/docs/geckoview/contributor/contributing-to-mc.rst
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Level 3: Core access. You will need this level to commit directly to any
of the core repositories (Firefox/Thunderbird/Fennec).

If you wish to apply for commit access, please follow the guide... "Show more
Source: mobile/android/docs/geckoview/contributor/contributing-to-mc.rst
```

```

Source Documents:
1. "use-counters"
They are in a variety of metrics categories of ``use.counter.X``.
View the Glean Dictionary <https://dictionary.telemetry.mozilla.org/apps/firefox\_desktop?page=1&search=use.counter> ...
The dictionary also contains more ...
Source: dom/docs/use-counters.rst
2. "s"
-----
Use counters for deprecated DOM operations are declared in
searchfox: ``nsDeprecatedOperationList.h`` <https://dombase/nsDeprecatedOperationList.h>.
To add a use counter for a deprecated DOM operation, you'll add an invocation of ... ``Show more``.
Source: dom/docs/use-counters.rst
3. =====
Use Counters
=====

Use counters are used to report statistics on how much a given web platform feature is used
across the Web.
Supported features include:
* WebIDL methods and attributes (getters and setters are reported separately) ... ``Show more``.
Source: dom/docs/use-counters.rst
4. "v" - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2; ``-`` *
/vim: set ts=8 sts=2 et sw=2 tw=80; ``
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 * You can obtain one at http://mozilla.org/MPL/2.0/.
 * License, v. 2.0. If a copy of the MPL was not distributed with this file,
 * You can obtain one at http://mozilla.org/MPL/2.0/.
 * ``-`` can be used to create other types
of cheap counting instrumentation.
* Bernoulli trial: https://en.wikipedia.org/wiki/Bernoulli\_trial
* Firefox Profiler docs: https://profiler.firefox.com/docs/#/memory-allocations
Source: tools/profiler/docs/index.rst
6. "v" - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2; ``-`` *
/vim: set ts=8 sts=2 et sw=2 tw=80; ``
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 * ``-`` can be used to create other types
of cheap counting instrumentation.
Under cross-platform abstractions like ref: IPDL: Inter-Thread and Inter-Process Message Passing.
(for native code) and ref: JSActors (for frontend code) ... ``Show more``.
Source: docs/overview/gecko.rst
8. Matrix(https://wiki.mozilla.org/Matrix), and they can probably advise you.

Note that a significant number of the graphics team members are in the US
Eastern Time zone (UTC-5 or UTC-4 during Daylight Saving Time), so let that
information guide your ... ``Show more``.
Source: docs/performance/bestpractices.md
9. "Firefox for Desktop
=====
Desktop architecture
=====
One of the keys to understanding how Firefox is architected is to know that Gecko is used to
render both web content as well as the UI of the browser. This means that... ``Show more``.
Source: browser/docs/overview.rst
10. "DOM
=====
These linked pages contain design documents for the DOM implementation in Gecko. They live
in-tree under the 'dom/docs' directory.
.tocree:
:maxdepth:
lpc/index
navigation/index
push/index
scriptSecurity/index
scri... ``Show more``.
Source: dom/docs/index.rst
11. "s
-----
Use counters for deprecated DOM operations are declared in
searchfox: ``nsDeprecatedOperationList.h`` <https://dombase/nsDeprecatedOperationList.h>.
To add a use counter for a deprecated DOM operation, you'll add an invocation of ... ``Show more``.
Source: dom/docs/use-counters.rst
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/vim: set ts=8 sts=2 et sw=2 tw=80; ``
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Supported features include:
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Source: dom/docs/use-counters.rst
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/vim: set ts=8 sts=2 et sw=2 tw=80; ``
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 * You can obtain one at http://mozilla.org/MPL/2.0/.
 * ``-`` can be used to create other types
of cheap counting instrumentation.
UserCounter.h
15. "pires: never"
send_in_pings:
- use-counters
- use-counters
lDBObjectStoreCreateIndexLocale:
type: counter
description: >
Whether a page used lDBObjectStoreCreateIndexLocale.
Compare against ``use.counter.top_level_content_document`` ... ``Show more``.
Source: dom/base/use_counter_metrics.yaml

```

To use a deprecated DOM operation as a dictionary member, you need to declare the use counter `nsDeprecatedOperationList.h` using the `DeprecationReference` macro, enabling the generation of the depreciation rules in the IDL file. After adding the use counter, run `jmach gen-use-counter-metrics` and build as normal. This will generate the necessary enum in enum class `UseCounter`, which you can then use to track the usage of the deprecated operation. For detailed steps, refer to the `use-counters` documentation.

Source Documents:

```

1. "<!DOCTYPE html>
<meta charset=utf-8>
<!--MutationObserver reports the exception from its callback in the callback's global
object-->
<script src=resources/testharness.js></script>
<script src=resources/testharnessreport.js></script>
<iframe>Show more
Source: testing/web-platform/tests/don/nodes/MutationObserver-cross-realm-callback-report-
exception.html
2. "<!DOCTYPE HTML>
<html>
<!--
https://bugzilla.mozilla.org/show_bug.cgi?id=789315
-->
<head>
<title>Bug 789315</title>
<script src=tests/SimpleTest/SimpleTest.js></script>
<link rel=stylesheet type=text/css>...Show more
Source: dom/base/test_bug789315.html
3. "<!DOCTYPE HTML>
<html>
<title>MutationObserver: callback arguments</title>
<link rel=help href=https://dom.spec.whatwg.org#notify-mutation-observers>
<script src=resources/testharness.js></script>
<script src=resources/testharnessreport.js></script>
<video control...>Show more
Source: toolkit/content/tests/widgets/test_nac_mutations.html
4. "<!DOCTYPE HTML>
<title>UA Widget mutation observer test</title>
<script src=tests/SimpleTest/SimpleTest.js></script>
<script src=tests/SimpleTest/EventUtils.js></script>
<link rel=stylesheet href=tests/SimpleTest/test.css />
<video control...>Show more
Source: toolkit/content/tests/widgets/test_nac_mutations.html
5. "<!DOCTYPE html>
<body>
<script>
var obs = new MutationObserver(function() {
// Just need something here to assert exception is not pending. Any
// binding method will do.
console.log("Hello");
});
obs.observe(document,...>Show more
Source: dom/base/crashtests/1181619.html
6. "<!DOCTYPE HTML>
<html>
<!--
https://bugzilla.mozilla.org/show_bug.cgi?id=789315
-->
<head>
<meta charset=utf-8>
<!--Test for Bug 789315-->
<script src=tests/SimpleTest/SimpleTest.js></script>
<script src=tests/SimpleTest/EventUtils.js></script>
<link rel=stylesheet type=text/css>...Show more
Source: dom/base/test_bug789315.html
7. "<!DOCTYPE HTML>
<title>UA Widget mutation observer test</title>
<script src=tests/SimpleTest/SimpleTest.js></script>
<script src=tests/SimpleTest/EventUtils.js></script>
<link rel=stylesheet href=tests/SimpleTest/test.css />
<video control...>Show more
Source: toolkit/content/tests/widgets/test_nac_mutations.html
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<meta charset=utf-8>
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<script src=resources/testharnessreport.js></script>
<video control...>Show more
Source: testing/web-platform/tests/don/nodes/MutationObserver-cross-realm-callback-report-
exception.html
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<link rel=help href=https://dom.spec.whatwg.org#notify-mutation-observers>
<script src=resources/testharness.js></script>
<script src=resources/testharnessreport.js></script>
<video control...>Show more
Source: testing/web-platform/tests/don/nodes/MutationObserver-cross-realm-callback-arguments.html
11. /* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed with this
 * file, You can obtain one at http://mozilla.org/MPL/2.0. */
use strict;

// NOTE on usage of sinon sp...>Show more
Source: browser/components/tabbrowser/test/browser/tabs/browser_tab_preview.js
12. "essage(eventName, details.tabId);
}

const [restrictedTab, unrestrictedTab, noContainerTab] =
await new Promise(resolve => {
browser.test.onMessage.addListener(message => resolve(message));
});

>Show more
Source:
browser/components/extensions/test/browser/browser_ext_webNavigation_containerIsolation.js
13. "<!DOCTYPE HTML>
<html>
<head>
<title>Bug 1578070</title>
<script src=tests/SimpleTest/SimpleTest.js></script>
<script src=tests/dom/serviceworkers/test/utils.js></script>
<script type=text/javascript src=tests/dom/notification/test...>Show more
Source: dom/notification/test/mochitest/test_notification_serviceworker_openWindow.html
14. "no";
listener.destroy();
};

info"Reload the current tab and check only new messages are emitted");
await BrowserTestUtils.reloadTab(browser.selectedTab);

await createScriptNode(() => [throw "error3"]);
await SpecialPowers.s...>Show more
Source: remote/shared/listeners/test/browser/browser_ConsoleListener_cached_messages.js
15. /* ... Mode: indent-tabs-mode: nil; js-indent-level: 2 ... */
/* vim: set sts=2 sw=2 et tw=80: */

use strict;
requestLongerTimeout(4);

ChromeUtils.defineESModuleGetters(this, {
  browserTab: "resource://modules/libBrowserTab.sys.mjs"
}

```

It sounds like the "Unexpected NS_ERROR_FAILURE" you're encountering might be due to the MutationObserver being set up on a node that isn't fully available or accessible at the time of the observer's initialization. Ensure that the target node exists and is fully loaded before setting up the observer. You can use document.addEventListener("DOMContentLoaded") or window.onload to ensure the DOM is fully loaded before initializing the MutationObserver. Additionally, double-check that the node you're observing is not within a shadow DOM or another context that might restrict access.

```

Source Documents:
1. " - indent-tabs-mode: nil; js-indent-level: 2; - "
/ vim:set ts=2 sw=2 sts=2 et:
/ This file is subject to the terms of the Mozilla Public
* License, v. 2.0. If a copy of the MPL was not distributed with this
* file, You can obtain one at http://mozilla.org/MPL/2.0/.
Source: testing/xpcshell/test/unit/test_sample.js
2. "XPCShell tests
=====

xpcshell tests are quick-to-run tests, that are generally used to write
unit tests. They do not have access to the full browser chrome like
"browser chrome tests", and so have much
lower overhead. They are typical run...Show more
Source: testing/docs/xpcshell/index.rst
3. "e test:
$ ./mach xpcshell-test path/to/tests/test_example.js

# Test an entire test suite in a folder:
$ ./mach xpcshell-test path/to/tests/

# Or run any type of test, including both xpcshell and browser chrome tests:
$ ./mach test pa...Show more
Source: testing/docs/xpcshell/index.rst
4. "p:
.. code:: js

let thread = gThreadManager.currentThread;
while (thread.hasPendingEvents())
  thread.processNextEvent(true);

Debugging xpcshell-tests
=====

Running unit tests under the javascript debugger
=====
Source: testing/docs/xpcshell/index.rst
5. " test behavior by triggering additional browser code to run, so check test behavior after
making this change.

This is typically a test in core code. You can attempt to add that to
the xpcshell.toml, however as it says, it might affect how the test ...Show more
Source: testing/docs/xpcshell/index.rst
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the xpcshell.toml, however as it says, it might affect how the test ...Show more
Source: testing/docs/xpcshell/index.rst
10. "# Automated tests: 'xpcshell' tests

To run all of the xpcshell tests:
```
$./mach xpcshell-test --tag devtools
```

To run a specific xpcshell test:
```
$./mach xpcshell-test devtools/path/to/the/test_you_want_to_run.js
```
Source: devtools/docs/contributor/tests/xpcshell.md
11. "XPCShell tests
=====

xpcshell tests are quick-to-run tests, that are generally used to write
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Source: devtools/docs/contributor/tests/xpcshell.md
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# Test an entire test suite in a folder:
$ ./mach xpcshell-test path/to/tests/
# Or run any type of test, including both xpcshell and browser chrome tests:
$ ./mach test pa...Show more
Source: testing/docs/xpcshell/index.rst
14. "here"
```

```

Source Documents:

- 1. "nt to select an inactive tab [1]. This is especially true as selecting an inactive tab will cause the 'LastAccessMiddleware' in Android Components to update the 'lastAccess' time of this tab, which will incorrectly mark it as active again. While a so..."Show more  
Source: mobile/android/android-components/docs/rfcs/0008-tab-groups.md
- 2. "Contributing to Mozilla projects  
=====

This page is here to help you get from "I want to build Firefox" to "I'm building my own Firefox" to "I can contribute to Firefox". So if you'd like to help Mozilla build the best web... "Show more  
Source: docs/contributing/contributing\_to\_mozilla.rst

3. "  
layout: page  
title: Contributing  
permalink: /contributing/  
--

We encourage you to participate in this open source project. We love pull requests, bug reports, ideas, (security) code reviews or any kind of positive contribution.

Thank you for l..."Show more  
Source: mobile/android/android-components/docs/contributing.md

4. "How To Contribute Code To Firefox  
=====

The whole process can be a bit long, and it might take time to get things right. If at any point you are stuck, please don't hesitate to ask at "[<https://chat.mozilla.org](https://chat.mozilla.org)<https://ch..."Show more  
Source: docs/setup/contributing\_code.rst

5. " -- Mode: rst; fill-column: 80; --  
=====

**Mozilla Central Contributor Guide**  
=====

**Table of contents**  
=====

.. contents:: :local:

Submitting a patch to Firefox using Git.  
=====

"Show more  
Source: mobile/android/docs/geckoview/contributor/contributing-to-mc.rst

6. "  
layout: page  
title: Adding tab partitions and groups to BrowserState  
permalink: /rfc/0008-tab-groups  
--

- Start date: 2021-10-25
- RFC PR: [#11172]([https://github.com/mozilla-mobile/android-components/pull/11172\)](https://github.com/mozilla-mobile/android-components/pull/11172)

**## Summary**

Fenix has recently... "Show more  
Source: mobile/android/android-components/docs/rfcs/0008-tab-groups.md

7. "We have discussed separating private tabs into their own collection in 'BrowserState'. This work could also be combined with the proposal here to have normal and private tab groups within a partition. Alternatively, we could also introduce... "Show more  
Source: mobile/android/android-components/docs/rfcs/0008-tab-groups.md

8. "nt to select an inactive tab [1]. This is especially true as selecting an inactive tab will cause the 'LastAccessMiddleware' in Android Components to update the 'lastAccess' time of this tab, which will incorrectly mark it as active again. While a so..."Show more  
Source: mobile/android/android-components/docs/rfcs/0008-tab-groups.md

9. "  
"namespace": "tabExtras",  
"description": "experimental tab API extensions",  
"functions": [  
{"name": "getWebcompatInfo",  
"type": "function",  
"description": "Gets the content blocking status and script I..."Show more  
Source: mobile/android/android-components/components/feature/webcompat-reporter/src/main/assets/extensions/webcompat-reporter/experimentalAPIs/tabExtras.json

10. "  
"namespace": "tabExtras",  
"description": "experimental tab API extensions",  
"functions": [  
{"name": "getWebcompatInfo",  
"type": "function",  
"description": "Gets the content blocking status and script I..."Show more  
Source: browser/extensions/report-site-issue/experimentalAPIs/tabExtras.json

11. "L10n:Teams)  
"Localization happens on  
[Pontoon](<https://pontoon.mozilla.org/projects/>) (example: [focus-android][fa pontoon]).

**## User experience design**

Get in touch with one of our designers (@brampitploy or @aminalhazwan)

or other core team members... "Show more  
Source: mobile/android/docs/shared/android/CONTRIBUTING.md

12. "<https://matrix.to/#/!muEvLonaqjNMbgdeY@matrix.org><via=mozilla.org&via=matrix.org> or [Slack](<https://mozilla.slack.com/archives/C4E0WB8E>)  
• Email: accessibility@mozilla.com

• Please avoid reaching out to individual team members directly – contain... "Show more  
Source: docs/bug-night/processes/accessibility-review.md

13. "Contributing to Mozilla projects  
=====

This page is here to help you get from "I want to build Firefox" to "I'm building my own Firefox" to "I can contribute to Firefox". So if you'd like to help Mozilla build the best web... "Show more  
Source: docs/contributing/contributing\_to\_mozilla.rst

14. "<<https://phabricator.services.mozilla.com/project/members/157/>> \_\_  
- #build or #firefox-build-system-reviewers  
- The configure & build system  
- Member list <<https://phabricator.services.mozilla.com>>... "Show more  
Source: docs/contributing/reviews.rst

15. "wers  
- Firefox Theme and Toolkit: Themes <<https://mots/index.html#desktop-theme>>  
- Member list <<https://phabricator.services.mozilla.com/project/members/141/>> \_\_  
- Krb5-Address Bar) <<https://mots/index.html#address>>... "Show more  
Source: docs/contributing/reviews.rst

To find out who is currently working on Native Tab Grouping, you can check the status and assignee of the relevant bug or feature request in Mozilla's Bugzilla or GitHub repositories. Additionally, you can join the Mozilla community chatrooms, such as the #introduction room on Matrix or the relevant project-specific channels, and ask directly there. This way, you can connect with the developers involved and coordinate your efforts.

```

Source Documents:
1. * Debugging
For other debugging resources, see also: Remote project [wiki]
Increasing the logging verbosity
To increase the internal logging verbosity you can use the
'remote.log.level' preference.

If you use mach to start Firefox:
```
shell...Show more
Source: remote/doc/Debugging.md
2. "equal to the value of the environment variable,
allowing to attach a debugger.

code:: bash
$ MOZ_DEBUG_CHILD_PROCESS=10 ./mach run
...
...
...
CHILDCHILDCHILDCHILD (process type tab)
debug me @ 65230
...
...
...
Att...Show more
Source: docs/contributing/debugging/debugging_firefox_with_gdb.rst
3. "compile time in release builds, so you may need a debug build if you want logs from those
levels.

Check the `env_logger <https://docs.rs/env_logger>`_ docs for more details on logging options.
Additionally, a mapping from 'RUST_LOG' is available....Show more
Source: xpcom/docs/logging.rst
4. "mach try".
For example:

note::
./mach try fuzzy --env "MOZ_LOG=nsHttp5.SSLTokensCache:5"

How to enable QUIC logging
-----
The steps to enable QUIC logging ('QLOG <https://datatracker.ietf.org/doc/draft-let...Show more
Source: network/docs/http/logging.rst
5. "kodriver.
It is only under very special circumstances that a trace log is
not needed. So you will normally find that our first action when
tracing your issue will be to ask you to include one. Do yourself
and us a favour and provide a trace-level I...Show more
Source: testing/geckodriver/doc/TraceLogs.md
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For example:

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## Increasing the logging verbosity
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'remote.log.level' preference.

If you use mach to start Firefox:
```
shell...Show more
Source: remote/doc/Debugging.md
8. * Debugging
Redirecting the Gecko output
The most common way to debug Marionette, as well as chrome code in
general, is to use 'dump()' to print a string to stdout. In Firefox,
this log output normally ends up in the gecko.log file in your curr...Show more
Source: remote/doc/marionette/Debugging.md
9. "equal to the value of the environment variable,
allowing to attach a debugger.

code:: bash
$ MOZ_DEBUG_CHILD_PROCESS=10 ./mach run
...
...
...
CHILDCHILDCHILDCHILD (process type tab)
debug me @ 65230
...
...
...
Att...Show more
Source: docs/contributing/debugging/debugging_firefox_with_gdb.rst
10. "obo-debuginfo libgnome-debuginfo
libeslinux-debuginfo pango-debuginfo popt-debuginfo scim-bridge-debuginfo

Disabling multiprocessing

```
'mach run' and ''mach test'' both accept a '--disable-e10s' argument. Some
debuggers...Show more
Source: docs/contributing/debugging/debugging_firefox_with_gdb.rst
11. * Debugging
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It is only under very special circumstances that a trace log is
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Source: testing/geckodriver/doc/TraceLogs.md
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For example:

note::
./mach try fuzzy --env "MOZ_LOG=nsHttp5.SSLTokensCache:5"

```

To change the log level to debug when using /mach run, you can set the remote.log.level preference to Debug by running the following command:

```
% ./mach run --setpref "remote.log.level=Debug" --remote-debugging-port
```

Source Documents:  
 1. "# XUL and HTML  
 This document gives a quick overview of XUL and HTML, especially as it pertains to desktop front-end developers.  
 As we migrate away from XUL elements to HTML elements where possible, it is important to note the differences between the... "Show more  
 Source: browser/components/storybook/docs/README.xul-and-html.stories.md

2. "quile XUL:  
 - Browser Window  
 - https://searchfox.org/mozilla-central/source/xpfe/appshell/nsIXULBrowserWindow.idl  
 - Popups  
 - https://searchfox.org/mozilla-central/source/dm/webidl/XULPopupElement.webidl  
 - https://searchfox.org/mozilla-central/... "Show more  
 Source: browser/components/storybook/docs/README.xul-and-html.stories.md

3. "archfox.org.mozilla-central/search?q=&path=idl&case=false&regexp=false">  
 Using ref: XIDL <XIDL>. These components can be implemented in C++, JavaScript or Rust.  
 These can also be invoked and manipulated in any of those languages regardless..."Show more  
 Source: docs/overview/gecko.rst

4. "...\_unified-builds:  
 =====  
 Unified Builds  
 =====

The Firefox build system uses the technique of "unified builds" (or elsewhere called "multi-builds" see https://en.wikipedia.org/wiki/Unified\_build) to improve compilation performance... "Show more  
 Source: build/docs/unified-builds.rst

5. "some cases. Generating a build as close to a production build as possible requires code signing.  
 See ref: Signing Local macOS Builds" for more information.

Running outside the development environment

---

To... "Show more  
 Source: docs/setup/macos\_build.rst  
 6. "# Contributing  
 Thank you for taking the time to contribute! There are several areas where you can help: code, UX, bugs, talking about the DevTools, etc...  
 --  
 ## Code of conduct  
 We strive for collaboration with [mutual respect]https://sear... "Show more  
 Source: devtools/docs/contributor/contributing.md

7. "bear in mind that Mozilla developers do not reliably have access to non-Tier-1 platforms or build environments. To be actionable bug reports against non-Tier-1 platforms should include as much information as possible to help the owner of the bug date..."Show more  
 Source: build/docs/supported-configurations.rst

8. "y commented that they're looking at fixing the issue.  
 Once you have found something to work on, go ahead and comment! Let the bug submitter, reviewer, and component owner know that you'd like to work on the bug. You might receive some extra i..."Show more  
 Source: docs/setup/contributing\_code.rst

9. "Filing good bugs  
 =====  
 Getting started working on a bug can be hard, specially if you lack context.  
 This guide is meant to provide a list of steps to provide the necessary information to open an actionable bug.

- \*\*Use a descriptive t... "Show more  
 Source: docs/contributing/filing-good-bugs.rst

10. "the first time there are two common things you will be confronted with:  
 - \*\*Bug reports that don't seem real bugs or not important:\*\* Fuzzers find all sorts of bugs in various corners of your component, even obscure ones. This automatically leads to..."Show more  
 Source: tools/fuzzing/docs/index.rst

11. "bear in mind that Mozilla developers do not reliably have access to non-Tier-1 platforms or build environments. To be actionable bug reports against non-Tier-1 platforms should include as much information as possible to help the owner of the bug date..."Show more  
 Source: build/docs/supported-configurations.rst

12. "Reviewer Checklist  
 =====  
 Submitting patches to Mozilla source code needn't be complex. This article provides a list of best practices for your patch content that reviewers will check for or require. Following these best practices..."Show more  
 Source: docs/contributing/reviewer\_checklist.rst

13. "y commented that they're looking at fixing the issue.  
 Once you have found something to work on, go ahead and comment! Let the bug submitter, reviewer, and component owner know that you'd like to work on the bug. You might receive some extra i..."Show more  
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 Source: docs/contributing/filing-good-bugs.rst

15. "Bugs discovered should be reported by filing a bug report with bugzilla.mozilla.org <https://bugzilla.mozilla.org/enter\_bug.cgi?product= NSS> \_\_ (product NSS)." Source: security/nss/doc/rst/legacy/nss\_releases/nss\_3.22.1\_release\_notes/index.rst

Yes, it would be beneficial to file a bug report for the build system issues you're encountering, especially if you already have fixes or patches. This will help ensure that the problems are tracked and addressed systematically. Additionally, you can reach out to a build system peer or the #build reviewer group for more immediate assistance and to get your patches reviewed. Including specific details and cc'ing relevant people will facilitate quicker resolution and integration of your contributions.

Source Documents:

1. "manager-create-remove-switch-firefox-profiles#w\_creating-a-profile"
  - If a bug stops happening with a new profile, that could be caused by changed prefs, or some bad configuration in your active profile.
  - Make sure to include the contents of..."Show more
  - Source: network/docs/submitting\_networking\_bugs.md
  - 2. "Nightly builds are listed on the mozilla.org website" ..

Installing language packs on local builds

---

To fix bugs that only reproduce with a specific locale, you may need to run a development or nightly build ... Show more

Source: intl10n/docs/fluent/tutorial.rst

3. ""must" be set to REOPENED and the release status flags updated accordingly.

If the change set containing the patch for the bug is backed out, for any reason, the bug must be reopened and the status flags on the Bugzilla tracking bug updated.

The ... Show more

Source: docs/bug-mgmt/policies/regressions-github.rst

4. "How to Mark Regressions"

---

Regressions

---

For regression bugs in Mozilla-Central, our policy is to tag the bug as a regression, identify the commits which caused the regression, then mark the bugs associated with those... Show more

Source: docs/bug-mgmt/processes/regressions.rst

5. "[the instructions](https://mozilla.github.io/mozregression/quickstart.html) presented by mozregression. Reproducing the bug a dozen times might be necessary before the tool tracks down the cause.

At the end you will be presented with a regression ... Show more

Source: network/docs/submitting\_networking\_bugs.md

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Source: intl10n/docs/fluent/tutorial.rst

9. "manager-create-remove-switch-firefox-profiles#w\_creating-a-profile"
 

- If a bug stops happening with a new profile, that could be caused by changed prefs, or some bad configuration in your active profile.
- Make sure to include the contents of..."Show more
- Source: network/docs/submitting\_networking\_bugs.md
- 10. "[the instructions](https://mozilla.github.io/mozregression/quickstart.html) presented by mozregression. Reproducing the bug a dozen times might be necessary before the tool tracks down the cause.

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Source: intl10n/docs/fluent/tutorial.rst

```

Source Documents:
1. "pecifier. So we
 * declare it manually here.
2. "#define RtlGenRandom SystemFunction036
DECLSPEC_IMPORT BOOLEAN WINAPI RtlGenRandom(
PVOID RandomBuffer,
ULONG RandomBufferLength);

size_t
RNG_SystemRNG(void *dest, size_t maxlen)
{
 size_t ...Show more
 Source: security/ns/!ib/freebl/win_rand.c
2. ";
 if (bytesWrittenTotal >= count)
 success = 1;
 } while (!success && (errno == EINTR || errno == EAGAIN));
 return success;
}

#endif /* defined(HAVE_GETRANDOM) || defined(HAVE_SYSCALL_GETRANDOM) */

#endif _WIN32

typedef B...Show more
Source: parser/expat/lib/xmlparse.c
3. " * Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2; *-
/vim: set ts=8 sts=2 et sw=2 tw=80; "
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed..."Show more
Source: mfbt/RandomNum.cpp
4. " * Copyright (c) 2012 The Chromium Authors. All rights reserved.
 * Use of this source code is governed by a BSD-style license that can be
 / found in the LICENSE file.

#include "base/rand_util.h"
#include <windows.h>
#include <stddef.h>
#include <...Show more
Source: security/sandbox/chromium/base/rand_util_win.cc
5. "and.cc
@0 -5.17 +5.17 @@
#include "sandbox/win/src/sandbox_rand.h"
#include <windows.h>

// #define needed to link in RtlGenRandom(), a.k.a. SystemFunction036. See the
// "Community Additions" comment in MSDN here:
// http://msdn.microsoft.com/...Show more
Source: security/sandbox/chromium-shim/patches/with_update/mingw_capitalization.patch
6. "pecifier. So we
 * declare it manually here.
#define RtlGenRandom SystemFunction036
DECLSPEC_IMPORT BOOLEAN WINAPI RtlGenRandom(
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size_t
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typedef B...Show more
Source: parser/expat/lib/xmlparse.c
8. " * Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2; *-
/vim: set ts=8 sts=2 et sw=2 tw=80; "
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed..."Show more
Source: mfbt/RandomNum.cpp
9. "and.cc
@0 -5.17 +5.17 @@
#include "sandbox/win/src/sandbox_rand.h"
#include <windows.h>

// #define needed to link in RtlGenRandom(), a.k.a. SystemFunction036. See the
// "Community Additions" comment in MSDN here:
// http://msdn.microsoft.com/...Show more
Source: security/sandbox/chromium-shim/patches/with_update/mingw_capitalization.patch
10. " * Copyright (c) 2012 The Chromium Authors. All rights reserved.
 * Use of this source code is governed by a BSD-style license that can be
 / found in the LICENSE file.

#include "base/rand_util.h"
#include <windows.h>
#include <stddef.h>
#include <...Show more
Source: security/sandbox/chromium/base/rand_util_win.cc
11. " * Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2; *-
/vim: set ts=8 sts=2 et sw=2 tw=80; "
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed..."Show more
Source: mfbt/RandomNum.cpp
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ULONG RandomBufferLength);

size_t
RNG_SystemRNG(void *dest, size_t maxlen)
{
 size_t ...Show more
 Source: security/ns/!ib/freebl/win_rand.c
13. ";
 if (bytesWrittenTotal >= count)
 success = 1;
 } while (!success && (errno == EINTR || errno == EAGAIN));
 return success;
}

```

The double negation (!!) in !!RtlGenRandom(dest, maxlen) on line 94 is used to convert the return value of RtlGenRandom from a BOOLEAN type to a standard bool type in C++. This ensures that the result is either true or false, which is more idiomatic and safer to use in C++ boolean expressions.

Source Documents:

1. "nding/highly
  - ac\_add\_options --enable-official-branding
  - browser/config/mozconfigs/linux64/10n-mozconfig
  - ac\_add\_options --with-branding=firefox/browser/branding/highly
  - ac\_add\_op ..Show more
2. "debug
  - ac\_add\_options --enable-optimize

allow for building both versions by specifying the configuration via the ``MOZCONFIG`` environment variable:

```
. code:: bash
$ env MOZCONFIG=/path/to/mozconfig-dbg ./mach build
$ env MOZCONFIG=/path/.. ..Show more
Source: docs/setup/configuring_build_options.rst
3. "ding is "browser/branding/unofficial".
```

Build process

... note:...

If you intend to distribute your build to others, you'll want to add ``ac\_add\_options --with-redist`` in your ``mozconfig``.

Both the full and stub installers a. ``Show more

```
Source: browser/installer/windows/docs/installerBuild.rst
4. "fing/How_To/Beta_simulations"__
```

- ``early-beta``
- ``late-beta``
- ``release``

Extensions

~~~~~

- ``ac\_add\_options --enable-extensions=default||ext1,ext2,-skipext3``
- There are many optional pieces of code that live in {{ So .. ``Show more

```
Source: docs/setup/configuring_build_options.rst
5. "Configuring Build Options
=====
```

| This page is an import from MDN and the contents might be outdated |

.....

Source: docs/setup/configuring\_build\_options.rst

6. "nding/highly
  - ac\_add\_options --enable-official-branding
  - browser/config/mozconfigs/linux64/10n-mozconfig
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10. "Firefox Branding
  - Firefox has multiple different sets of "branding" that are used to hold channel-specific things such as:
    - \* Logos and other iconography
    - \* Product names (eg: "Mozilla Firefox", "Firefox Developer Edition")
    - \* Channel... ``Show more

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$ env MOZCONFIG=/path/to/mozconfig-dbg ./mach build
$ env MOZCONFIG=/path/.. ..Show more
Source: docs/setup/configuring_build_options.rst
11. "debug

- ac_add_options --enable-optimize

Firefox Branding

.....

Source: docs/setup/configuring_build_options.rst

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 - ac_add_options --with-branding=firefox/browser/branding/highly
 - ac_add_op ..Show more
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Extensions


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- ``ac_add_options --enable-extensions=default||ext1,ext2,-skipext3``
- There are many optional pieces of code that live in {{ So .. ``Show more



```
Source: docs/setup/configuring_build_options.rst
14. "Configuring Build Options
=====
```



| This page is an import from MDN and the contents might be outdated |



.....



Source: docs/setup/configuring_build_options.rst



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    - Logos and other iconography
    - Product names (eg: "Mozilla Firefox", "Firefox Developer Edition")
    - Channel... ``Show more

```

```

Source Documents:
1. /* Any copyright is dedicated to the Public Domain.
http://creativecommons.org/publicdomain/zero/1.0/ */

/*
* Verify that background tasks that use non-ephemeral profiles re-use existing
* salted profile locations from 'profiles.ini'.
*/

let cond1...Show more
Source: toolkit/profile/test/xpcshell/test_select_backgroundtasks_not_ephemeral_exists.js
2. /* Any copyright is dedicated to the Public Domain.
http://creativecommons.org/publicdomain/zero/1.0/ */

/*
* Verify that background tasks that create non-ephemeral profiles update
* 'profiles.ini' with a salted profile location.
*/

let cond1...Show more
Source: toolkit/profile/test/xpcshell/test_select_backgroundtasks_not_ephemeral_create.js
3. /**
* @property {Extension} [extension]
*
* The Extension associated with the background. This is always set and
* cleared at extension shutdown.
*/
extension;

/**
* @property {BackgroundPage|BackgroundWorker} [bgInstance]
* ...Show more
Source: toolkit/components/extensions/parent/ext-backgroundPage.js
4. file = profileData.backgroundTasksProfiles.find(
searchProfile => searchProfile.name == profileName
)
Assert.ok(
rootDir.path.endsWithWith(createdProfile.path),
rootDir `${rootDir.path}` ends with salted path `${saltedPath}`
);

...Show more
Source: toolkit/profile/test/xpcshell/test_select_backgroundtasks_not_ephemeral_exists.js
5. /* Any copyright is dedicated to the Public Domain.
http://creativecommons.org/publicdomain/zero/1.0/ */

/*
* Verify that background tasks don't touch 'profiles.ini' for ephemeral profile
* tasks.
*/

let condition = {
skip_if: >= osVersion...Show more
Source: toolkit/profile/test/xpcshell/test_select_backgroundtasks_ephemeral_is
6. ...<span class="second"><a href="#"><span>Background layers do not blend with content outside
the background (or behind the element)</a></li><li class="outline"><a href="#background-blend-
mode-list-values-apply-to-the-corresponding-background-layer">...Show more
Source: testing/web-platform/tests/css/compositing/test-plan/test-plan.html
7. /**
* @property {Extension} [extension]
*
* The Extension associated with the background. This is always set and
* cleared at extension shutdown.
*/
extension;

/**
* @property {BackgroundPage|BackgroundWorker} [bgInstance]
* ...Show more
Source: toolkit/components/extensions/parent/ext-backgroundPage.js
8. );
}

);
registrationInfo.addListener(listener);
};

}

/**
* The BackgroundContextOwner is instantiated at most once per extension and
* tracks the state of the background context. State changes can be triggered...Show more
Source: toolkit/components/extensions/parent/ext-backgroundPage.js
9. */
// background page starts.
startupReason: "APP_STARTUP",
// APP_STARTUP is not enough, delayedStartup is needed (bug 1756225).
delayedStartup: true,
manifest: {
background: {
page: "background.htm"...Show more
Source: toolkit/components/extensions/test/xpcshell/test_ext_background_early_shutdown.js
10.

// When in PPB background pages all run in a private context. This check
// simply avoids an extraneous error in the console since the BaseContext
// will throw.
if (
PrivateBrowsingUtils.permanentPrivateBrowsing &&
...Show more
Source: toolkit/components/extensions/parent/ext-backgroundPage.js
11. /**
* @property {Extension} [extension]
*
* The Extension associated with the background. This is always set and
* cleared at extension shutdown.
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extension;

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12. );
};

);
registrationInfo.addListener(listener);
};

}

/**
* The BackgroundContextOwner is instantiated at most once per extension and
* tracks the state of the background context. State changes can be triggered...Show more
Source: toolkit/components/extensions/parent/ext-backgroundPage.js
13. "isDefault: profile == defaultProfile,
isCurrentProfile,
isInUse,
);
}
}

function大概是哪里出错了。*/

```

Background profiles in Mozilla Firefox are specialized user profiles used by background tasks to perform operations without user interaction. These profiles can be either ephemeral, meaning they are temporary and do not persist after the task completes, or non-ephemeral, meaning they are persistent and their data is saved for future use. The configuration and behavior of these profiles are managed through the profiles.ini file, which records the profile locations and ensures that non-ephemeral profiles are reused across background tasks.

Source Documents:

1. "Debugging Firefox with Pernosco"
 

=====
 This page is intended to help Firefox/Gecko developers get started using Pernosco <<https://pernosco.co/>> to debug Firefox.

Mozilla employees have a paid subscription to Pernosco, and ... Show more

Source: [docs/contributing/debugging/debugging\\_firefox\\_with\\_pernosco.rst](#)
2. "Leaks"
 

[Bloatview]memory/bloatview.md prints per-class statistics on allocations and recounts, and provides gross numbers on the amount of memory being leaked broken down by class. It is used as part of Mozilla's continuous integration testing. ... Show more

Source: [docs/performance/index.md](#)
3. "How much memory we're consuming"
 

In general, the worse the performance and footprint, the percentage 9999.99% will show up indicating an "infinite" amount of leakage. This happens when something that didn't leak before is now... Show more

Source: [docs/performance/memory/bloatview.md](#)
4. "# Performance"
 

This page explains how to optimize the performance of the Firefox code base.

The [test documentation]testing/perfdocs/index.rst explains how to test for performance in Firefox.

The [profiler documentation]tools/profiler/index.rst... Show more

Source: [docs/performance/index.md](#)
5. "Hunting Leaks"
 

=====
 . contents:: Table of Contents

:local:
 depth: 2

Different tools and techniques are used to hunt leaks:

| header-rows: 1                                                                                                                                                                                            |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>- Tools</li> <li>- Description</li> <li>- ref: "Bloatview"</li> <li>- BloatView... Show more</li> </ul> <p>Source: <a href="#">xpcom/docs/huntingleaks.rst</a></p> |

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Source: [docs/contributing/debugging/debugging\\_firefox\\_with\\_pernosco.rst](#)
7. "# Leak hunting strategies and tips"
 

This document is old and some of the information is out-of-date. Use caution.

### ## Strategy for finding leaks

When trying to make a particular testcase not leak, I recommend focusing first on the largest object... Show more

Source: [docs/performance/memory/leak\\_hunting\\_strategies\\_and\\_tips.md](#)

8. "How much memory we're consuming"
 

The more memory in general, the worse the performance and footprint. The percentage 9999.99% will show up indicating an "infinite" amount of leakage. This happens when something that didn't leak before is now... Show more

Source: [docs/performance/memory/bloatview.md](#)
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Source: [docs/performance/index.md](#)
10. "raph of objects, I'm referring to the number of objects, not the size in bytes. Leaking many copies of a string could be a very large leak, but the object graphs are small and easy to identify using GC-based leak detection."
 

### ## What leak tools do we...

Source: [docs/performance/memory/leak\\_hunting\\_strategies\\_and\\_tips.md](#)
11. "How many memory we're consuming"
 

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Source: [docs/performance/memory/bloatview.md](#)
12. "racket"
 

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Source: [docs/performance/index.md](#)
15. "nming, since we do the address to symbol mapping at runtime."
 

### ### Linux

Many Linux distros provide packages containing external debugging symbols for system libraries. `fix_stacks.py` uses this debugging information (although it does not verify that)... Show more

Source: [docs/performance/memory/leak\\_hunting\\_strategies\\_and\\_tips.md](#)

To debug memory leaks in Firefox using Pernosco, you can start by recording an rr trace with AVX-512 enabled (using a script like `perfmon-record`). Once you have the trace, upload it to Pernosco for processing. Mozilla employees can refer to the Pernosco install and configuration doc for credentials, while contributors can use a free Pernosco account for up to 5 uploads. Detailed instructions for setting up and using Pernosco can be found on the Pernosco website and in the Mozilla documentation.

Source Documents:

1. "take  
Content accessible to a wider range of people with disabilities, including blindness and low vision, deafness and hearing loss, learning disabilities, cognitive limitations, limited movement, speech disabilities, photosensitivity and com... Show more  
Source: testing/web-platform/tests/tools/third\_party/html5lib/benchmarks/data/html.html

2. "communicate?  
First and foremost, like in any Mozilla-run platforms or events, please abide by [the Community Participation Guidelines](https://www.mozilla.org/en-US/about/governance/policies/participation/).  
Maintainers should \*\*lead by example\*\*. Show more  
Source: devtools/docs/contributor/contributing/code-reviews.md

3. "ew means that you are the second person who thinks this change is correct and a good idea. Doing this makes you responsible for the code change just as much as the author.  
It is the entire DevTools group who owns the code, not just the author. We wr... Show more  
Source: devtools/docs/contributor/contributing/code-reviews.md

4. "proposal may get revived should the requirements change in the future.  
Once the RFC is accepted, then authors may implement it and submit the feature as a pull request.

**## Drawbacks**

\* Writing an RFC is an additional overhead and may feel slower o... Show more  
Source: mobile/android/android-components/docs/rfcs/0001-rfc-process.md

5. "less</code> is used for marking up contact information for the author of the document or section. However, since an authoring tool is likely unable to determine the difference. Show more  
Source: testing/web-platform/tests/tools/third\_party/html5lib/benchmarks/data/html.html

6. "ON-NORMATIVE SECTION -->  
\* Authors are encouraged to make use of conformance checkers (also known as <i><code>validator</code></i>) to catch common mistakes. The WHATWG maintains a list of such tools at: <a href="http://validator.whatwg.org">http://validator.whatwg.org</a>. Show more  
Source: testing/web-platform/tests/tools/third\_party/html5lib/benchmarks/data/html.html

7. "we want our API surface to be featureful and complete, even if not every feature or method has a known use case. However, the observation that unused code is hard to design still holds.  
Thus, when designing external-facing features, try to make use o... Show more  
Source: third\_party/rust/copyCONTRIBUTING.md

8. "<!-- go:mark -->  
<!-- freshness: {owner: 'titovarlem' reviewed: '2023-01-16' } -->

**# How to write WebRTC documentation**

Engineers and tech writers who wants to contribute to WebRTC documentation

**## Conceptual documentation**

Conceptual... Show more  
Source: third\_party/libwebrtc/g3doc/how\_to\_write\_documentation.md

9. **Managing Documentation**  
=====

Documentation is hard. It's difficult to write, difficult to find and always out of date. That's why we implemented our in-tree documentation system that underpins firefox-source-docs.mozilla.org. The do... Show more  
Source: tools/moztree/docs/docs/index.rst

10. "*ent*" ...  
:ref: Talk <contact> to developers to find out how you can implement specific features.

**Write documentation**  
-----

Pyltest could always use more documentation. What exactly is needed?

- \* More complementary documentation. Hav... Show more  
Source: testing/web-platform/tests/tools/third\_party/pytest/CONTRIBUTING.rst
- 11. "take  
content accessible to a wider range of people with disabilities, including blindness and low vision, deafness and hearing loss, learning disabilities, cognitive limitations, limited movement, speech disabilities, photosensitivity and com... Show more  
Source: testing/web-platform/tests/tools/third\_party/html5lib/benchmarks/data/html.html
- 12. "he requirements of this specification</span></p>  

This document is probably not suited to readers who do not already have at least a passing familiarity with Web technologies, as in places it sacrifices clarity for precision, and brevity  
... Show more  
Source: testing/web-platform/tests/tools/third\_party/html5lib/benchmarks/data/html.html

13. "[report-event-inactive-document.html]  
[Automatic beacons will not send if the document does not opt in.]  
expected: FAIL

Source: testing/web-platform/meta/fenced-frame/report-event-inactive-document.html.ini

14. "[automatic-beacon-no-opt-in.html]  
[Automatic beacons will not send if the document does not opt in.]  
expected: FAIL

Source: testing/web-platform/meta/fenced-frame/automatic-beacon-no-opt-in.html.ini

15. "m.</p>  
  
**<div class="example">**

<p>For example, this is why the U+0060 GRAVE ACCENT character (`) is not allowed in unquoted attributes. In certain legacy user agents, <-- namely IE --> it is sometimes treated as a quote character... Show more  
Source: testing/web-platform/tests/tools/third\_party/html5lib/benchmarks/data/html.html

In technical documents, it's generally better to use the active voice because it makes sentences clearer and more direct. Active voice helps identify who is performing an action, which can reduce ambiguity and improve readability. However, passive voice can be appropriate in certain contexts, such as when the actor is unknown or irrelevant, or when you want to emphasize the action itself rather than the actor.

```

Source Documents:
1. MediaKeysAndSet() {
    return navigator.requestMediaKeySystemAccess(CLEARKEY_KEYSYSTEM,
        gCencMediaKeySystemConfig)
    .then(function (access) {
        return access.createMediaKeys();
    })
}
.then(function (mediaKeys) {
    document.getElementById("V").src...Show more
    Source: dom/media/test/test_eme_getstateinfofactory.html
2. /* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed with this file,
 * You can obtain one at http://mozilla.org/MPL/2.0/. */
#include "MediaKeysEventSourceFactory.h"
#ifndef _SHOW_MORE_
#define _SHOW_MORE_
#include "widget/windows/MediaKeysEventSourceFactory.cpp
3. /*rm-p4-setmediakeys-multiple-times-with-the-same-mediatekeys.https.html*/
disabled;
if os != "win": https://bugzilla.mozilla.org/show_bug.cgi?id=1313284
Source: testing/web-platform/media/encrypted-media/drm-mp4-setmediakeys-multiple-times-with-
the-same-mediatekeys.https.html.in
4. /*rm-GetMakeWindowListener-windows.html*/
GetOrMakeWindowListener(aWindow);
MOZ_ASSERT(windowListener);
// Create an inactive DeviceListener to act as a placeholder, so the
// window listener doesn't clean itself up until we're done...Show more
Source: dom/media/MediaManager.cpp
5. /*rm-mp4-syntax-mediatekeys.https.html*/
disabled;
if os != "win": https://bugzilla.mozilla.org/show_bug.cgi?id=1313284
Source: testing/web-platform/media/encrypted-media/drm-mp4-syntax-mediatekeys.https.html.in
6. /* If keySystem is not one of the Key Systems supported by the user
 * / agent, reject promise with a NotSupportedError. String comparison is
 * / case-sensitive.
if (!IsVideoKeySystem(aRequest->mKeySystem)) &
#endif MOZ_WMA_CDM
{
    ShowError("Unsupported key system");
    Source: dom/media/eme/MediaKeySystemAccessManager.cpp
7. void NotifyContentMediaControlKeyReceiver(MediaControlKey aKey);
void NotifyMediaSession(const MediaSessionAction aAction);
void NotifyMediaSessionWhenActionIsSupported(MediaSessionAction aDetails);
void Source: dom/media/mediacontrol/ContentPlaybackController.h
8. As if the key is supported
return mSeekRegistrationToken;
default:
LOG("No button for %s", dom::GetEnumString(aKey).get());
return false;
}
}

void WindowsSMTCProvider::OnPositionChangeRequested(double aPosition) co...Show more
Source: widget/windows/WindowsSMTCProvider.cpp
9. /* MediaKeySystemAccess for keysystems=%s config=%s%,
NS_ConvertUTF16toUTF8(mKeySystem).get(), ToCString(mConfig).get());
*/

MediaKeySystemAccess::~MediaKeySystemAccess() = default;
JSObject* MediaKeySystemAccess::WrapObject(JSContext* aCx,
    "Show more
Source: dom/media/eme/MediaKeySystemAccess.cpp
10. /* - Mode: IDL; tab-width: 2; indent-tabs-mode: nil; c-basic-offset: 2 -*- */
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed with this file,
 * You can obtain one ...Show more
Source: dom/webidl/MediaKeyMessageEvent.webidl
11. /*(x) interfaces/MediaKeyMessageEvent : EventTarget {
readonly attribute DOMString session;
readonly attribute unrestricted double duration;
readonly attribute Promise<MediaKeySess...Show more
Source: testing/web-platform/tests/interfaces/encrypted-media.idl
12. /* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed with this file,
 * You can obtain one at http://mozilla.org/MPL/2.0/. */

#include "MediaKeysEventSourceFactory.h"
#ifndef _SHOW_MORE_
#define _SHOW_MORE_
#include "widget/uikit/MediaKeysEventSourceFactory.cpp
13. /* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed with this file,
 * You can obtain one at http://mozilla.org/MPL/2.0/. */
#include "MediaKeysEventSourceFactory.h"
#ifndef _SHOW_MORE_
#define _SHOW_MORE_
Source: widget/windows/MediaKeysEventSourceFactory.cpp
14. /* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed with this file,
 * You can obtain one at http://mozilla.org/MPL/2.0/. */
Source: dom/webidl/MediaKeyMessageEvent.webidl

```

The component responsible for creating the media key popups on Windows is the WindowsSMTCProvider class, which is part of the MediaKeysEventSourceFactory in the Mozilla codebase. You can file your enhancement idea under the "Core :: Audio/Video" component in Bugzilla, specifying that it pertains to the WindowsSMTCProvider.

```

Source Documents:
1. <!DOCTYPE HTML>
<html>
<head>
<title>Horizontal Line</title>
</head>
<body>
<canvas id="c" width="128" height="64" style="direction:ltr"></canvas>
<script type="text/javascript">
var canvas = document.getElementById('c');
var ctx = canvas.getContext('2d');
ctx.fillStyle = "red";
ctx.fillRect(0, 200, 200);
ctx.fillRect(200, 0, 200, 200);
ctx.fillStyle = "black";
ctx.fillText("Show more", 100, 100);
Source: layout/reftests/canvas/text-horline.html
2. <!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8" />
<script>
function draw() {
var c = document.getElementById('cc');
var g = c.getContext('2d');
g.fillStyle = "red";
g.fillRect(0, 200, 200);
g.fillRect(200, 0, 200, 200);
g.fillStyle = "black";
g.fillText("Show more", 100, 100);
Source: layout/reftests/canvas/1107096-invisibles-ref.html
3. <!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8" />
<script>
function draw() {
var c = document.getElementById('cc');
var g = c.getContext('2d');
g.fillStyle = "red";
g.fillRect(0, 200, 200);
g.fillRect(200, 0, 200, 200);
g.fillStyle = "black";
g.fillText("Show more", 100, 100);
Source: layout/reftests/canvas/1107096-invisibles.html
4. <!DOCTYPE HTML>
<html>
<head>
<script>
function draw(id, r, c) {
var txt = TryToTaLrY_ + id + " " + r;
var ctx = document.getElementById(id).getContext('2d');
ctx.font = '15px Arial';
ctx.fillStyle = c;
if (r == 0)
ctx.save();
ctx.rotate(-Math.PI / 2); // Rotate the context by 90 degrees (pi/2 radians) and
then draw the text. Here's a simple example:
Source: layout/reftests/canvas/1353000-1.html
5. <!DOCTYPE HTML>
<html>
<head>
<script>
function draw(id, r, c) {
var txt = TryToTaLrY_ + id + " " + r;
var ctx = document.getElementById(id).getContext('2d');
ctx.font = '15px Arial';
ctx.fillStyle = c;
if (r == 0)
ctx.save();
ctx.rotate(-Math.PI / 2); // Rotate the context by 90 degrees (pi/2 radians) and
then draw the text. Here's a simple example:
Source: layout/reftests/canvas/1353000-1-ref.html
6. <!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8" />
<script type="text/javascript">
var testFont = '40px sans-serif';

function test(x, y, text, style, rotation) {
var canvas = document.createElement("canvas");
canvas.width = 400; ...Show more
Source: layout/reftests/writing-mode/1090168-1-notref.html
7. <!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8" />
<script type="text/javascript">
var testFont = '40px sans-serif';

function test(x, y, text, style, rotation) {
var canvas = document.createElement("canvas");
canvas.width = 400; ...Show more
Source: layout/reftests/writing-mode/1090168-1.html
8. <!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8" />
<script type="text/javascript">
var testFont = '40px sans-serif';

function test(x, y, text, style, rotation) {
var canvas = document.createElement("canvas");
canvas.width = 400; ...Show more
Source: layout/reftests/writing-mode/1090168-1-ref.html
9. <!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8" />
<script type="text/javascript">
var testFont = '40px sans-serif';

function test(x, y, text, style, rotation, baseline) {
var canvas = document.createElement("canvas");
canvas.wl...Show more
Source: layout/reftests/writing-mode/1090168-2.html
10. <!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8" />
<script type="text/javascript">
var testFont = '40px sans-serif';

function test(x, y, text, style, rotation, baseline) {
var canvas = document.createElement("canvas");
canvas.wl...Show more
Source: layout/reftests/writing-mode/1090168-2-ref.html
11. <!DOCTYPE HTML>
<html>
<head>
<title>Horizontal Line</title>
</head>
<body>
<canvas id="c" width="128" height="64" style="direction:ltr"></canvas>
```

Yes, you can draw a string on a canvas in vertical mode by using the rotate method of the canvas context to rotate the text. For example, you can rotate the context by 90 degrees ( $\pi/2$  radians) and then draw the text. Here's a simple example:

```

var canvas = document.createElement('canvas');
var ctx = canvas.getContext('2d');
ctx.font = '20px Arial';
ctx.save();
ctx.translate(50, 100); // Move the context to the desired position
ctx.rotate(-Math.PI / 2); // Rotate the context 90 degrees counterclockwise
ctx.fillText("Vertical Text", 0, 0);
ctx.restore();
This code will draw the text "Vertical Text" vertically on the canvas.
```

Source Documents:  
 1. " Sending your code for review (also known as "sending patches")

First, commit your changes. For example:

```
~$ bash
hg add /path/to/file/changed
hg commit -n "Bug 1234567 - [devtools] Implement feature XYZ. r=name.name2!"
```

The commit message exp... "Show more  
 Source: devtools/docs/contributor/contributing/making-prs.md

2. "# Set up for code reviews

There are two things you need to do before you can get a code review, although you only need to do this once

## Set up to get code reviews in Phabricator

We use an online tool called Phabricator for code reviews. To cr... "Show more  
 Source: devtools/docs/contributor/contributing/code-reviews-setup.md

3. "# Landing code (i.e. getting code into Mozilla's repository)

Code changes (patches) in Mozilla are not "merged" in a sequential way, as it's the fashion in other popular projects. Here, the patches will be "applied" on top of the latest code, and wi... " Show more  
 Source: devtools/docs/contributor/contributing/landing-code.md

4. Fetch the PR: "git fetch <author-id> <name-of-the-PR-branch>"

5. Checkout that branch: "git checkout <name-of-the-PR-branch>"

The relevant "<author-id>", "<repo-name>", and "<name-of-the-PR-branch>" can be found by looking... "Show more  
 Source: testing/web-platform/test/docs/reviewing-tests/git.md

6. "git log" (e.g. if you changed other things that are out of scope for the bug). Or they might simply ask questions if things aren't clear. You can also ask questions if the comments are unclear or if you're unsure about parts of the code you're interacting ... "Show more  
 Source: devtools/docs/contributor/contributing/making-prs.md

6. " Sending your code for review (also known as "sending patches")

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The commit message exp... "Show more  
 Source: devtools/docs/contributor/contributing/making-prs.md

7. "git fetch <author-id> <name-of-the-PR-branch>"

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The relevant "<author-id>", "<repo-name>", and "<name-of-the-PR-branch>" can be found by looking... "Show more  
 Source: testing/web-platform/test/docs/reviewing-tests/git.md

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 Source: devtools/docs/contributor/contributing/code-reviews-setup.md

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 Source: devtools/docs/contributor/contributing/landing-code.md

11. "# Sending your code for review (also known as "sending patches")

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hg add /path/to/file/changed
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```

The commit message exp... "Show more  
 Source: devtools/docs/contributor/contributing/making-prs.md

12. "# Set up for code reviews

There are two things you need to do before you can get a code review, although you only need to do this once

## Set up to get code reviews in Phabricator

We use an online tool called Phabricator for code reviews. To cr... "Show more  
 Source: devtools/docs/contributor/contributing/code-reviews-setup.md

13. "# Submitting patches

You can submit patches by using [Phabricator]. Walk through its documentation in how to set it up, and uploading patches for review. Don't worry about which person to select for reviewing your code. It will be done automatically... "Show more  
 Source: remote/doc/marienette/Patches.md

14. "# Landing code (i.e. getting code into Mozilla's repository)

Code changes (patches) in Mozilla are not "merged" in a sequential way, as it's the fashion in other popular projects. Here, the patches will be "applied" on top of the latest code, and wi... " Show more  
 Source: devtools/docs/contributor/contributing/landing-code.md

15. "git log" (e.g. if you changed other things that are out of scope for the bug). Or they might simply ask questions if things aren't clear. You can also ask questions if the comments are unclear or if you're unsure about parts of the code you're interacting ... "Show more  
 Source: devtools/docs/contributor/contributing/making-prs.md

To update the second commit with moz-phab, you should create a new revision for the second commit since the original one is already closed. You can do this by using the moz-phab submit command again, which will create a new revision for the second commit. Ensure that your working directory is clean and only contains the changes for the second commit before running the command.

Source Documents:

```
1. "# Sending your code for review (also known as "sending patches")
```

First, commit your changes. For example:

```
~$ bash
hg add /path/to/file/changed
hg commit -m "Bug 1234567 - [devtools] Implement feature XYZ. r=name.name2!"
```

The commit message exp... "Show more  
Source: devtools/docs/contributor/contributing/making-prs.md

```
2. "# Getting reviews
=====
```

Thorough code reviews are one of Mozilla's ways of ensuring code quality.  
Every patch must be reviewed by the module owner of the code, or one of their designated peers.

Commit message syntax

```
=====
~$ Show more
Source: docs/contributing/reviews.rst
```

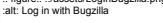
There are two things you need to do before you can get a code review, although you only need to do this once

```
## Set up to get code reviews in Phabricator
```

We use an online tool called Phabricator for code reviews. To cr... "Show more  
Source: devtools/docs/contributor/contributing/code-reviews-setup.md

```
4. "# You'll see "Accepted" in green at the top
5. "# If you're using Bugzilla for bug tracking (which is deprecated in favour of Phabricator), this is indicated by "[{mediawiki.external('name') }]:review+" in the attachment table in the bug. "Show more  
Source: docs/contributing/Code_Review_FAQ.rst
```

```
5."
```

 figure: ./assets/l/loginBugzilla.png  
alt: Log in with Bugzilla

alt text

You will be redirected back to Phabricator, where you will have to create a new Phabricator account.

.raw: html

<Screenshot Needed>

"Show more  
Source: mobile/android/docs/geckoview/contributor/contributing-to-mc.rst

```
6. "# Sending your code for review (also known as "sending patches")
```

First, commit your changes. For example:

```
~$ bash
hg add /path/to/file/changed
hg commit -m "Bug 1234567 - [devtools] Implement feature XYZ. r=name.name2!"
```

The commit message exp... "Show more  
Source: devtools/docs/contributor/contributing/making-prs.md

```
7. "# no changes are required, or some changes are required but the accessibility team does not believe it is necessary to review or verify those changes prior to shipping. Generally, a review will not be passed if there are outstanding s2+..." "Show more  
Source: docs/bug-mgmt/processes/accessibility-review.md
```

```
8."
```

Thorough code reviews are one of Mozilla's ways of ensuring code quality.  
Every patch must be reviewed by the module owner of the code, or one of their designated peers.

Commit message syntax

```
=====
~$ Show more
Source: docs/contributing/reviews.rst
```

There are two things you need to do before you can get a code review, although you only need to do this once

```
## Set up to get code reviews in Phabricator
```

We use an online tool called Phabricator for code reviews. To cr... "Show more  
Source: devtools/docs/contributor/contributing/code-reviews-setup.md

```
10. "# Finding suitable reviewers
```

There are several options to find a good reviewer for a patch. If the bug you are working on is mentored, assign the review to the mentor. Otherwise, assign it to the triage owner (visible in the "People" section of a bug. "Show more  
Source: devtools/docs/contributor/contributing/code-reviews-find-reviewer.md

```
11. "# Sending your code for review (also known as "sending patches")
```

First, commit your changes. For example:

```
~$ bash
hg add /path/to/file/changed
hg commit -m "Bug 1234567 - [devtools] Implement feature XYZ. r=name.name2!"
```

The commit message exp... "Show more  
Source: devtools/docs/contributor/contributing/making-prs.md

```
12. "# Getting reviews
=====
```

Thorough code reviews are one of Mozilla's ways of ensuring code quality.  
Every patch must be reviewed by the module owner of the code, or one of their designated peers.

Commit message syntax

```
=====
~$ Show more
Source: docs/contributing/reviews.rst
```

There are two things you need to do before you can get a code review, although you only need to do this once

```
## Set up to get code reviews in Phabricator
```

We use an online tool called Phabricator for code reviews. To cr... "Show more  
Source: devtools/docs/contributor/contributing/code-reviews-setup.md

```
14. "# Continuous available reviews
```

You can find the canonical documentation for the review request syntax used in Phabricator in the Mozilla Conduit documentation, specifically under the section for commit message syntax (<https://moz-conduit.readthedocs.io/en/latest/phabricator-user.html#commit-message-syntax>). This section explains the different syntaxes for requesting reviews, including single reviewers (r=reviewer), multiple reviewers (r=reviewer1,reviewer2), blocking reviews (r=reviewer!), and review groups (r=review-group).

\*Source Documents:  
1. "# Performance

This page explains how to optimize the performance of the Firefox code base.

The [test documentation](/testing/perfdocs/index.rst) explains how to test for performance in Firefox.  
The [profiler documentation](/tools/profiler/index.rst)...  
Source: docs/performance/index.md  
2. "Understanding Artifact Builds  
=====

Firefox for Desktop and Android supports a \*\*fast build mode\*\* called "artifact mode". The resulting builds are called "artifact builds". Artifact mode downloads pre-built C++ components ra...  
Source: docs/contributing/build/artifact\_builds.rst  
3. "# Building

Marionette is built into Firefox by default and ships in the official Firefox binary. As Marionette is written in [XPCCOM] favoured JavaScript, you may choose to rely on so called [artifact builds], which will download pre-compiled Fire...  
Source: remote/doc/marionette/Building.md  
4. "# Benchmarking

## Debug Builds

Debug builds (~enable-debug) and non-optimized builds (~disable-optimize) are "much" slower. Any performance metrics gathered by such builds are largely unrelated to what would be found in a release browser.

# R... Show more  
Source: docs/performance/Benchmarking.md  
5. "# Writing efficient code

When debugging a page, tools get to slow down the website because of the added instrumentation. While working on Developer Tools we should strive to be the less impactful. First, because it is painful to work with laggy UI...  
Source: devtools/docs/contributor/contributing/performance.md  
6. "# Performance

This page explains how to optimize the performance of the Firefox code base.

The [test documentation](/testing/perfdocs/index.rst) explains how to test for performance in Firefox.  
The [profiler documentation](/tools/profiler/index.rst)...  
Source: docs/performance/index.md  
7. "# Benchmarking

## Debug Builds

Debug builds (~enable-debug) and non-optimized builds (~disable-optimize) are "much" slower. Any performance metrics gathered by such builds are largely unrelated to what would be found in a release browser.

# R... Show more  
Source: docs/performance/Benchmarking.md  
8. "# It is that slows down Firefox while recording the profile. For example you might have one addon that slows down page load and another one that slows down tab switch.

Your first reflex once you find what addon is slowing down the profile might be ... Show more  
Source: docs/performance/reporting\_a\_performance\_problem.md  
9. "# Performance  
=====

The documentation about the new performance tool (also known as the Firefox Profiler) can be found on the Firefox Profiler website <<https://profiler.firefox.com/docs/>>.  
~

Source: devtools/docs/user/performance/index.rst  
10. "'browsertime-benchmark-firefox-speedometer'"  
-  
-  
-  
-

\*\*Owner\*\*: SpiderMonkey Team

\* "raptor threshold": 2.0  
\* "apps": fenix, geckoview, reflow, chrome-m, cstm-car-m  
\* "expected": pass  
\* "Show more  
Source: testing/perfdocs/generater/raptor.rst  
11. "Understanding Artifact Builds  
=====

Firefox for Desktop and Android supports a \*\*fast build mode\*\* called "artifact mode". The resulting builds are called "artifact builds". Artifact mode downloads pre-built C++ components ra...  
Source: docs/contributing/build/artifact\_builds.rst  
12. "# Performance

This page explains how to optimize the performance of the Firefox code base.

The [test documentation](/testing/perfdocs/index.rst) explains how to test for performance in Firefox.  
The [profiler documentation](/tools/profiler/index.rst)...  
Source: docs/performance/index.md  
13. "# Benchmarking

## Debug Builds

Debug builds (~enable-debug) and non-optimized builds (~disable-optimize) are "much" slower. Any performance metrics gathered by such builds are largely unrelated to what would be found in a release browser.

# R... Show more  
Source: docs/performance/Benchmarking.md  
14. "# Performance  
=====

The documentation about the new performance tool (also known as the Firefox Profiler) can be found on the Firefox Profiler website <<https://profiler.firefox.com/docs/>>.  
~

Source: devtools/docs/user/performance/index.rst  
15. "'browsertime-benchmark-firefox-speedometer'"  
-  
-  
-  
-

\*\*Owner\*\*: SpiderMonkey Team

```

Source Documents:
1. "enabled, the chosen color palette is _forced_, meaning it cannot be overridden by web pages.
FF HCM and OS HCM do not directly change the way a color palette is chosen, but they _do_
change how the color palette is used.

We decide which set of colors..."Show more
Source: accessible/docs/ColorsAndHighContrastMode.md
2. "/* - Modo C++: tab-width: 2; indent-tabs-mode: nil; c-basic-offset: 2 -*- */
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed with this
 * file, You can obtain one..."Show more
Source: widget/nsPLookAndFeel.h
3. "ry loop from
//nsXPLookAndFeel::OnPrefChanged().
Preferences::RegisterPrefixCallback(OnPrefChanged, "ui");

for (const auto& pref : MediaQueryPrefs) {
    Preferences::RegisterCallback(
        [](const char*, void* aChangeKind) {
            "Show more
Source: widget/nsPLookAndFeel.cpp
4. "
minitCommonColors = true;
return;
}

nsColor defaultWindowBackgroundColor =
LookAndFeel::Color.LookAndFeel::ColorID::Window, mFrame;
LookAndFeel::Color.LookAndFeel::ColorID::WindowText;
LookAndFeel::Color.LookAndFeel::ColorID::HighlightText, mFr. "Show more
Source: layout/generic/nsTextPaintStyle.cpp
5. "/* - Modo C++: tab-width: 4; indent-tabs-mode: nil; c-basic-offset: 2 -*- */
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed with this
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Source: widget/nsPLookAndFeel.h
6. "enabled, the chosen color palette is _forced_, meaning it cannot be overridden by web pages.
FF HCM and OS HCM do not directly change the way a color palette is chosen, but they _do_
change how the color palette is used.

We decide which set of colors..."Show more
Source: accessible/docs/ColorsAndHighContrastMode.md
7. "Default";
} else {
using ColorID = LookAndFeel::ColorID;
const auto standins = LookAndFeel::UseStandins(mUseStandins);
colors.mDefault = LookAndFeel::Color(ColorID::WindowText, scheme, standins,
    "Show more
Source: layout/style/PreferenceSheet.cpp
8. "selectedContentBackgroundColor;
if (aID == ColorID::MozMenuhover &&
LookAndFeel::GetInt(aID, PreferencesReducedTransparency)) {
    "Show more
Source: widget/cocoa/nsLookAndFeel.mm
9. "ID::IMESelectedConvertedTextBackground;
case ColorID::IMESelectedConvertedTextForeground:
case ColorID::IMESelectedConvertedTextUnderline:
case ColorID::SpellCheckerUnderline:
return false;
default:
break;
}

"Show more
Source: widget/nsPLookAndFeel.cpp
10. "ry loop from
//nsXPLookAndFeel::OnPrefChanged().
Preferences::RegisterPrefixCallback(OnPrefChanged, "ui");

for (const auto& pref : MediaQueryPrefs) {
    Preferences::RegisterCallback(
        [](const char*, void* aChangeKind) {
            "Show more
Source: widget/nsPLookAndFeel.cpp
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We decide which set of colors..."Show more
Source: accessible/docs/ColorsAndHighContrastMode.md
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using ColorID = LookAndFeel::ColorID;
const auto standins = LookAndFeel::UseStandins(mUseStandins);
colors.mDefault = LookAndFeel::Color(ColorID::WindowText, scheme, standins,
    "Show more
Source: layout/style/PreferenceSheet.cpp
13. "or
// the windows blue rather than the system accent color, for now.
return [StaticPrefs::widget_non_native_theme_use_theme_accent] &&
(aColor == LookAndFeel::ColorID::Accentcolor || aColor == LookAndFeel::ColorID::WindowText);
Source: widget/nsPLookAndFeel.cpp
"docs, and forced colors mode always supports
// both, so we prefer the color scheme.
if ([aMode == ColorSchemeMode::Preferred || aDoc.ChromeRulesEnabled() ||
prefs.mUseDocumentColors]) {
    return aDoc.PreferredColorScheme();
}
/O. "Show more
Source: widget/nsPLookAndFeel.cpp
15. "ID::IMESelectedConvertedTextBackground;
case ColorID::IMESelectedConvertedTextForeground:
case ColorID::IMESelectedConvertedTextUnderline:
case ColorID::SpellCheckerUnderline:
return false;
default:
break;
}

return tr..."Show more
Source: widget/nsPLookAndFeel.cpp

```

In the context of color handling in LookAndFeel files, "stand-in" colors are pre-defined constant colors used when resistFingerprinting is enabled to prevent websites from identifying users based on their system's color settings. These stand-in colors are not technically fetched from the operating system, but are instead hardcoded values defined in the code. This ensures a consistent appearance across different systems and enhances user privacy by reducing the variability that could be used for fingerprinting. For more details, you can refer to the nsXPLookAndFeel::GetStandinForNativeColor function and the constants defined in the LookAndFeel implementation files.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre> Source Documents: 1. "es.  In the Fission world, JSWindowActors are the replacement for "framescripts". Framescripts were how we structured code to be aware of the parent (UI) and child (content) separation, including establishing the communication channel between the two..."Show more Source: dom/docs/ipc/actors.rst 2. "each to get information for each frame. Perhaps something like this:  .. code-block:: javascript  let contextsToVisit = [browser.browsingContext]; while (contextsToVisit.length) { let currentContext = contextsToVisit.pop(); let gl...Show more Source: dom/docs/ipc/actors.rst 3. entrFrameMessageManager.  .. code-block:: javascript  let contextsToVisit = [browser.browsingContext]; while (contextsToVisit.length) { let currentContext = contextsToVisit.pop(); let gl...Show more Source: dom/docs/ipc/actors.rst 4. "Context". }  uint64_t WindowGlobalChild::InnerWindowId() { return mWindowContext-&gt;InnerWindowId(); }  uint64_t WindowGlobalChild::OuterWindowId() { return mWindowContext-&gt;OuterWindowId(); }  bool WindowGlobalChild::IsCurrentGlobal() { return C...Show more Source: dom/ipc/WindowGlobalChild.cpp 5. ContentUtils::StringifyJSON(JSContext* aCx, JS::Handle&lt;JS::Value&gt; aValue, nsTArray&lt;JSString*, JSONBehavior aBehavior) { MOZ_ASSERT(aCx); switch (aBehavior) { case UndefinedOrNullStringLiteral: { aOuts...Show more Source: dom/base/nsContentUtils.cpp 6. "that" "iframe".  #. There's only one pair per actor type, per frame.  For example, suppose we have a "ContextMenu" actor. The parent process can have up to N instances of the "ContextMenuParent" actor, where N is the number of frames that ar..."Show more Source: dom/docs/ipc/actors.rst 7. "each to get information for each frame. Perhaps something like this:  .. code-block:: javascript  let contextsToVisit = [browser.browsingContext]; while (contextsToVisit.length) { let currentContext = contextsToVisit.pop(); let gl...Show more Source: dom/docs/ipc/actors.rst 8. "es.  In the Fission world, JSWindowActors are the replacement for "framescripts". Framescripts were how we structured code to be aware of the parent (UI) and child (content) separation, including establishing the communication channel between the two..."Show more Source: dom/docs/ipc/actors.rst 9. "OOP frame in the same process as its parent document";  // Unfortunately, due to the current racy destruction of BrowsingContext // instances when Fission is enabled, while 'browsingContext' may not be // discarded, an ancestor might be. //...Show more Source: dom/ipc/BrowserBridgeParent.cpp 10. "each the parent process and the given child process, which can then be used to establish additional connections to other processes.  As the parent process can display HTML and JS, such as the browser UI and privileged internal pages such as "about:pr..."Show more Source: dom/docs/ipc/process_model.rst 11. "that" "iframe".  #. There's only one pair per actor type, per frame.  For example, suppose we have a "ContextMenu" actor. The parent process can have up to N instances of the "ContextMenuParent" actor, where N is the number of frames that ar..."Show more Source: dom/docs/ipc/actors.rst 12. "es.  In the Fission world, JSWindowActors are the replacement for "framescripts". Framescripts were how we structured code to be aware of the parent (UI) and child (content) separation, including establishing the communication channel between the two..."Show more Source: dom/docs/ipc/actors.rst 13. "access to load background pages and top level WebExtension frames. This process generally has access to elevated permissions due to loading privileged extension pages with access to the full WebExtension API surface. Currently all extensions s..."Show more Source: dom/docs/ipc/process_model.rst 14. "each to get information for each frame. Perhaps something like this:  .. code-block:: javascript  let contextsToVisit = [browser.browsingContext]; while (contextsToVisit.length) { let currentContext = contextsToVisit.pop(); let gl...Show more Source: dom/docs/ipc/actors.rst 15. "each the parent process and the given child process, which can then be used to establish additional connections to other processes.  As the parent process can display HTML and JS, such as the browser UI and privileged internal pages such as "about:pr..."Show more Source: dom/docs/ipc/process_model.rst </pre> | <p>In the Fission world, JSWindowActors are the replacement for "framescripts". Framescripts were how we structured code to be aware of the parent (UI) and child (content) separation, including establishing the communication channel between the two..."Show more</p> <p>In the Fission architecture, privileged JS in a content process cannot directly access the WindowGlobalParent of a subframe to send messages. Instead, all messages need to be marshalled through the parent process using the JSWindowActor framework, which facilitates communication between the parent and child processes via IPC actors.</p> |
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```

Source Documents:
1. "heck the output value first, then adding
   "[[nodiscard]]" might be too verbose. In this case, change the return value
   to void might be a reasonable choice.

There is also a static analysis attribute "[[nodiscard]]", which can
be added to class dec..."Show more
Source: docs/code-quality/coding-style/coding_style_cpp.rst
2. "on)
NS_WARN_IF_IMPL(condition, #condition, __FILE__, __LINE__)
#endif
#define NS_WARN_IF(condition) (bool)(condition)
#endif
#endif

/**
 * Test an assertion for truth. If the expression is not true then
 * emit a warning.
 */
Progr..."Show more
Source: xpcom/base/nsDebug.h
3. /*"- Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2; -*- */
/* vim: set ts=8 sts=2 et sw=2 tw=80; */
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed..."Show more
Source: xpcom/base/nsDebug.h
4. " compiled regardless of the
 * DEBUG flag. New code should use NS_WARN_IF(condition) instead!
 * @status deprecated
 */

#define NS_ENSURE_TRUE(x, ret)
do {
if (MOZ_UNLIKELY(!!(~"Show more
Source: xpcom/base/nsDebug.h
5. " attempt is made to invoke any existing debugger, and execution halts.
 * MOZ_ASSERT is fatal: no recovery is possible. Do not assert a condition
 * which can correctly be falsey.

The optional explanation-string, if provided, must be a string lit..."Show more
Source: mfbt Assertions.h
6. "heck the output value first, then adding
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Source: xpcom/base/nsDebug.h
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 * DEBUG flag. New code should use NS_WARN_IF(condition) instead!
 * @status deprecated
 */

#define NS_ENSURE_TRUE(x, ret)
do {
if (MOZ_UNLIKELY(!!(~"Show more
Source: xpcom/base/nsDebug.h
10. "ns_DebugBreak(NS_DEBUG ASSERTION, str, "Error", __FILE__, __LINE__);
MOZ_PretendNoReturn(); \
) while (0)
else
#define NS_ERROR(str)
do { /*..."Show more
Source: xpcom/base/nsDebug.h
11. "on)
NS_WARN_IF_IMPL(condition, #condition, __FILE__, __LINE__)
#endif
#define NS_WARN_IF(condition) (bool)(condition)
#endif
#endif

/**
 * Test an assertion for truth. If the expression is not true then
 * emit a warning.
 */
Progr..."Show more
Source: xpcom/base/nsDebug.h
12. /*"- Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2; -*- */
/* vim: set ts=8 sts=2 et sw=2 tw=80; */
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Source: xpcom/base/nsDebug.h
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 * MOZ_ASSERT is fatal: no recovery is possible. Do not assert a condition
 * which can correctly be falsey.

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Source: mfbt Assertions.h
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 * DEBUG flag. New code should use NS_WARN_IF(condition) instead!
 * @status deprecated
 */

#define NS_ENSURE_TRUE(x, ret)
do {
if (MOZ_UNLIKELY(!!(~"Show more
Source: xpcom/base/nsDebug.h
15. "how new Error("Didn't catch the type failure error");

// Turn warnings-as-errors back off
options("throw_on_asmjs_validation_failure");
}

function assertAsmLinkFail(...args)
{
if (!IsAsmJSCompilationAvailable())
return;

..."Show more
Source: js/src/jit-test/lib/asm.js

```

The NS\_WARN\_IF macro does not throw an exception; it only issues a warning in debug builds if the condition is true. If you need to handle the error condition, you should follow it with appropriate error handling code, such as returning an error code.

```

Source Documents:
1. "Release Process

## Creating a new Release Branch

1. Create a branch name with the format 'releases_{version}' (for example: 'releases_v87.0').
2. Pin the Android Components version to the final release version with the format '[version]_0.0'.

...Show more
Source: mobile/android/focus-android/docs/Release-Process.md
2.
layout: page
title: Versioning and release process
permalink: /contributing/versioning
---

The "Android components" project uses a similar versioning and release process as Firefox
(https://wiki.mozilla.org/Release\_Management/Release\_Process) ...Show more
Source: mobile/android/android-components/docs/contribute/versioning.md
3. "sign-tag = true

# Required for templates below to work
consolidate-commits = false
post-release-commit-message = "[{{crate_name}}] version {{version}}"
tag-message = "[{{crate_name}}] version {{version}}"
tag-name = "camino-{{version}}"
publish = false ...Show more
Source: third_party/rust/camino/release.toml
4. "LEASE_REVISION
...

Or:
```
$ shell
$ git checkout $(git cinnabar hg2git $RELEASE_REVISION)
```

We will now export the contents of [testing/geckodriver] to a new branch that
is based on the _release_ branch, which will be used to create a pull request...Show more
Source: testing/geckodriver/doc/Releasing.md
5. "pre-release-commit-message = "Release {{version}}"
commit = false
tag-message = "Release {{version}}"
tag-name = "[{{version}}]"
pre-release-replacements = [
{file = "...", search = "Unreleased", replace = "[{{version}}]"}, ...
Source: third_party/rust/presser/release.toml
6. "LEASE_REVISION
...

Or:
```
$ shell
$ git checkout $(git cinnabar hg2git $RELEASE_REVISION)
```

We will now export the contents of [testing/geckodriver] to a new branch that
is based on the _release_ branch, which will be used to create a pull request...Show more
Source: testing/geckodriver/doc/Releasing.md
7. "complete"
target=partial-4-mar;
buildid: "20231120173116"
mar_url: "https://archive.mozilla.org/pub/firefox/nightly/2023/11/2023-11-20-17-31-16-mozilla-central/firefox-122.0a1.en-US.win64-asan-reporter.complete.mar" ...Show more
Source: taskcluster/test/params/mc-android-nightly.yml
9. "workspace"
dependencies_update = true # update dependencies with 'cargo update'
pr_labels = ["Release"] # add the 'release' label to the release Full Request
release_commits = "^(feat|fix|perf|refactor)." # prepare release only if at least one commit...Show more
Source: third_party/rust/zip/release-plz.toml
10. "[repos]"
name = 'spec'
commit = 'b1fbe1a89'

[[repos]]
name = 'threads'
commit = '85b5562cd'

[[repos]]
name = 'simd'
commit = 'a78b98a6'

[[repos]]
name = 'memory64'
commit = '9edc62d34'

[[repos]]
name = 'relaxed-simd'
commit = '22257c57b'

[[repos]] ...Show more
Source: js/src/jit-test/etc/wasm/generate-spectests/config-lock.toml
11. "LEASE_REVISION
...

Or:
```
$ shell
$ git checkout $(git cinnabar hg2git $RELEASE_REVISION)
```

We will now export the contents of [testing/geckodriver] to a new branch that
is based on the _release_ branch, which will be used to create a pull request...Show more
Source: testing/geckodriver/doc/Releasing.md
12. "compiled code and build the Absell
library yourself in a consistent manner with the rest of your code.

## What is "live at head" and how do I do it?

From Absell's point-of-view, "live at head" means that every Absell source
release (which happens often) ...Show more
Source: third_party/libwebrtc/build/parts/absell-cppFAQ.md
13. "cd absell-commits $MOZ_LIBWEBRTC_REVERT_SHA
git commit --file $COMMIT_MSG_FILE

git checkout $MOZ_LIBWEBRTC_BRANCH
git rebase moz-cherry-pick
git branch -d moz-cherry-pick

...
Source: dom/media/webbrtc/third_party_build/make_upstream_revert_noop.sh
14. ".encies.anyhow]
version = "1.0.73"

$ ./run-dependencies refact
```

```

```

Source Documents:
1. "write("hello!")"

m = get_mercurial_vcs_obj()
m.vcs_config = {
    "repo": self.repo_dir,
    "dest": self.wc,
    "revision": self.revisions[0],
    "vcs_share_base": os.path.join(self.tmpdir, "share"),
    ...
    "Show more"
}
Source: testing/mozharness/test/test_base_vcs_mercurial.py
2. "the same, and clone the repository once at first
# revision. This avoids unnecessary network operations and copies
# on disk.
revisions = set(self.I10n_revisions.values())
if len(revisions) != 1:
    ...
    "Source: testing/mozharness/mozharness/mozilla/10n/l10n/locales.py
3. "a common revision exists, ``Repository.NULL_REVISION`` will
be returned.""""

@abstractmethod
def does_revision_exist_locally(self, revision):
    """Check whether this revision exists in the local repository.

    If this func. ...Show more
    Source: third_party/python/taskcluster_taskgraph/taskgraph/util/vcs.py
4. " the template config file in your editor by running "hg config --local --edit" or
    "EDITOR=<editor-of-your-choice> hg config --local --edit"
    ...
    .. code-block:: shell

[paths]
default = https://hg.mozilla.org.mozilla-unix... "Show more
Source: docs/contributing/vcs/mercurial_bundles.rst
5. "s
-----
If you don't have the Firefox source code available, you should edit your Mercurial configuration
file to look like the following:
    ...
    .. code-block:: shell

[ui]
username = Your Real Name <user@example.com>
merge ...Show more
Source: docs/contributing/vcs/mercurial.rst
6. "write("hello!")"

m = get_mercurial_vcs_obj()
m.vcs_config = {
    "repo": self.repo_dir,
    "dest": self.wc,
    "revision": self.revisions[0],
    "vcs_share_base": os.path.join(self.tmpdir, "share"),
    ...
    "Show more"
}
Source: testing/mozharness/test/test_base_vcs_mercurial.py
7. "a common revision exists, ``Repository.NULL_REVISION`` will
be returned.""""

@abstractmethod
def does_revision_exist_locally(self, revision):
    """Check whether this revision exists in the local repository.

    If this func. ...Show more
    Source: third_party/python/taskcluster_taskgraph/taskgraph/util/vcs.py
8. " * This Source Code Form is subject to the terms of the Mozilla Public
    * License, v. 2.0. If a copy of the MPL was not distributed with this
    * file, You can obtain one at http://mozilla.org/MPL/2.0. */
    ...
    /Wrote build information to ${OUT_DIR}/bu... "Show more
Source: testing/gckodriver/build.rs
9. "separate repos that (in
most cases) have the locale's two character ISO code. To get the repo
that you need look for the repo you're interested in on the following
page.
URL: https://hg.mozilla.org/l10n-central/
Unified Repositories
-----
Source: docs/contributing/vcs/mercurial.rst
10. "l_(self, file, repo)
VCSFileImpl.__init__(self, file)
self.repo = repo
self.file = os.path.relpath(file, repo.path)

def GetRoot(self):
    return self.repo.root

def GetCleanRepo(self):
    return self.repo ...Show more
Source: toolkit/crashreporter/tools/symbolstore.py
11. "write("hello!")"

m = get_mercurial_vcs_obj()
m.vcs_config = {
    "repo": self.repo_dir,
    "dest": self.wc,
    "revision": self.revisions[0],
    "vcs_share_base": os.path.join(self.tmpdir, "share"),
    ...
    "Show more"
}
Source: testing/mozharness/test/test_base_vcs_mercurial.py
12. "Commits and Metadata
-----
When creating the commit for a particular revision, we need to find the
revisions on the other branches of cross-channel to unify the created
content with.

To do so, the cross-channel algorithm keeps track ... "Show more
Source: intl/l10n/docs/crosschannel/commits.rst
13. "a common revision exists, ``Repository.NULL_REVISION`` will
be returned.""""

@abstractmethod
def does_revision_exist_locally(self, revision):
    """Check whether this revision exists in the local repository.

    If this func. ...Show more
    Source: third_party/python/taskcluster_taskgraph/taskgraph/util/vcs.py
14. " * This Source Code Form is subject to the terms of the Mozilla Public
    * License, v. 2.0. If a copy of the MPL was not distributed with this
    * file, You can obtain one at http://mozilla.org/MPL/2.0. */
    ...
    /Wrote build information to ${OUT_DIR}/bu... "Show more
Source: testing/gckodriver/build.rs
15. "separate repos that (in
most cases) have the locale's two character ISO code. To get the repo
that you need look for the repo you're interested in on the following
page.
URL: https://hg.mozilla.org/l10n-central/

```

Yes, the hg revision is encoded into local builds and can be discovered. During the build process, a script writes build information, including the commit hash and commit date, to a file named build-info.rs located in the output directory (\$OUT\_DIR). This file is included in the program during compilation, allowing you to access the commit hash and date in the compiled binary.

```

Source Documents:
1. "Mercurial Bundles"
=====
If you have a poor network connection that is preventing ``hg clone`` from completing, you may
want to try downloading a bundle of the repository you're interested in. This is useful since a file
download, unlike ... "Show more
Source: docs/contributing/vcs/mercurial_bundles.rst
2. "write("hello!")"

m = get_mercurial_vcs_obj()
m.vcs_config = {
    "repo": self.repodir,
    "dest": self.wc,
    "revision": self.revisions[0],
    "vcs_share_base": os.path.join(self.tmpdir, "share"),
    ...
}
"Show more
Source: testing/mozharness/test/test_base_vcs_mercurial.py
3. "-*- Mode: rst; fill-column: 80; -*-"

=====
Mozilla Central Quick Start
=====

Table of contents
=====
.. contents:: :local:

Firefox Developer Git Quick Start Guide
=====
... "Show more
Source: mobile/android/docs/geckoview/contributor/mc-quick-start.rst
4. "Mercurial Overview"
=====

Mercurial is a source-code management tool which allows users to keep track of changes to the
source code locally and share their changes with others.
We also support Git as VCS (see ref:Firefox Contributors` ... "Show more
Source: docs/contributing/vcs/mercurial.rst
5. "the template config file in your editor by running ``hg config --local --edit`` or
`EDITOR=<editor-of-your-choice> hg config --local --edit`"

.. code-block:: shell

[path]
default = https://hg.mozilla.org/mozilla-unib... "Show more
Source: docs/contributing/vcs/mercurial_bundles.rst
6. "Mercurial Bundles"
=====

If you have a poor network connection that is preventing ``hg clone`` from completing, you may
want to try downloading a bundle of the repository you're interested in. This is useful since a file
download, unlike ... "Show more
Source: docs/contributing/vcs/mercurial_bundles.rst
7. "-*- Mode: rst; fill-column: 80; -*-"

=====
Mozilla Central Quick Start
=====

Table of contents
=====
.. contents:: :local:

Firefox Developer Git Quick Start Guide
=====
... "Show more
Source: mobile/android/docs/geckoview/contributor/mc-quick-start.rst
8. "Mercurial Overview"
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source code locally and share their changes with others.
We also support Git as VCS (see ref:Firefox Contributors` ... "Show more
Source: docs/contributing/vcs/mercurial.rst
9. "write("hello!")"

m = get_mercurial_vcs_obj()
m.vcs_config = {
    "repo": self.repodir,
    "dest": self.wc,
    "revision": self.revisions[0],
    "vcs_share_base": os.path.join(self.tmpdir, "share"),
    ...
}
"Show more
Source: testing/mozharness/test/test_base_vcs_mercurial.py
10. "the template config file in your editor by running ``hg config --local --edit`` or
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We also support Git as VCS (see ref:Firefox Contributors` ... "Show more
Source: docs/contributing/vcs/mercurial.rst
13. "it status"), you can have them brought back by discarding changes in your source tree: ``git
restore``.

1. Build
-----
Now that your system is bootstrapped, you should be able to build!
.. code-block:: shell

cd /c/mozilla-source/mozilla... "Show more
Source: docs/setup/windows_build.rst
14. "write("hello!")"

m = get_mercurial_vcs_obj()
m.vcs_config = {
    "repo": self.repodir,
    "dest": self.wc,
    "revision": self.revisions[0],
    "vcs_share_base": os.path.join(self.tmpdir, "share"),
    ...
}
"Show more
Source: testing/mozharness/test/test_base_vcs_mercurial.py
15. "-*- Mode: rst; fill-column: 80; -*-"

=====
Mozilla Central Quick Start
=====
```

```

Source Documents:
1. =====
Installer Build
=====
How to build the installers
-----
The easiest way to build an installer in your local tree is to run ``mach package``. The finished
installers will be in ``$OBJDIR/dist/install``. ``Show more
Source: browser/installer/windows/docs/installerBuild.rst
2. ```es with an ancient
environment with a bunch of old packages, many of whom conflict with our vendored
packages. However, the specific command that we're running for the job doesn't
need any of the system's packages, so we're s...``Show more
Source: python/mach/mach/site.py
3. ``_mach_usage:
=====
User Guide
=====
Mach is the central entry point for most operations that can be performed in
mozilla-central.

Command Help
-----
To see an overview of all the available commands, run:
.. code-block:: shel
   ``Show more
Source: python/mach/docs/usage.rst
4. ``` This file is necessary to make this directory a package.
Source: third_party/python/pyasn1/pyasn1/codec/cer/_init__.py
5. ``# This file is necessary to make this directory a package.
Source: third_party/python/pyasn1/pyasn1/codec/der/_init__.py
6. =====
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Source: browser/installer/windows/docs/installerBuild.rst
7. ``ding is ``browser/branding/unofficial``.
Build process
-----
.. note:
If you intend to distribute your build to others, you'll want to add
``ac_add_options --with-redist`` in your ``mozconfig``.

Both the full and stub installers a... ``Show more
Source: browser/installer/windows/docs/installerBuild.rst
8. ``strictions here:
``MACH_BUILD_PYTHON_NATIVE_PACKAGE_SOURCE`` only applies to the top-level ``*
mach`` site,
the ``common`` site and the ``build`` site. All other sites will use ``pip install`` at
run-time as needed.

``MACH_BUILD_PYTHON...``Show more
Source: python/docs/index.rst
9. ``PX)
MOZ_STUB_INSTALLER
$PYTHON3 $MOZILLA_DIR/mach repackage installer \
-o $ABS_DIST$PKG_INST_PATH$PKG_STUB_BASENAME.exe` \
-tag $topsrcdir/browser/installer/windows/stub.tag \
-setupexe $CONFIG_DIR/setup-stub.exe \
``Show more
Source: toolkit/mozapps/installer/windows/nsis/makenisis.mk
10. ``es with an ancient
environment with a bunch of old packages, many of whom conflict with our vendored
packages. However, the specific command that we're running for the job doesn't
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``MACH_BUILD_PYTHON...``Show more
Source: python/mach/mach/site.py
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packages. However, the specific command that we're running for the job doesn't
need any of the system's packages, so we're s...``Show more
Source: python/mach/mach/site.py
15. ``aren't part of building (read:
comparing) tree. This makes things related to testing and
packaging. Then, break down ``Makefiles`` and add to the burden of
maintaining the build system. Instead, you are encouraged to
implement and...``Show more
Source: python/mach/docs/faq.rst

```

```

Source Documents:
1. "This is only valid after the process has
* exited.
*/
readonly attribute long exitValue;

/**
* Returns whether the process is currently running or not.
*/
readonly attribute boolean isRunning;
};

%{C++}

#define NS_PROCESS_CONTRACT.."Show more
Source: xpcom/threads/nsIPrivateProcess.idl
2. "function getBaseNumberOfProcesses() {
// We should have three processes for this test, the parent process and two
// content processes for the tabs created by this test.
processCount = 3;

// If we run WebExtensions out-of-process (see bu.."Show more
Source: dom/base/test/browser_messageManager_loadprocessscript.js
3. "function isParentProcess() {
let appInfo = Cc["@mozilla.org/xre/app-info;1"];
return (
appInfo ||
Services.appinfo.processType == Ci.nsIXULRuntime.PROCESS_TYPE_DEFAULT
);
}

function runTest() {
if (!isParentProcess()) {
doLoad.."Show more
Source: modules/libpref/test/unit_ipc/test_existing_prefs.js
4. "function isParentProcess() {
return Services.appinfo.processType == Ci.nsIXULRuntime.PROCESS_TYPE_DEFAULT,
};

function runTest() {
if (!isParentProcess()) {
const ab = Services.prefs;
pb.setBoolPref("Test.IPC.bool", true);
pb.setIntPref.."Show more
Source: modules/libpref/test/unit_ipc/test_initial_prefs.js
5. "unique.
*
* See JSProcessActor.webidl for ProcessActorOptions fields documentation.
*/
[ChromeOnly, Throws]
undefined registerProcessActor(UTF8String aName, optional ProcessActorOptions aOptions =
{});

[ChromeOnly]
undefined unreg.."Show more
Source: dom/chrome-webidl/ChromeUtils.webidl
6. "/* - Mode C++: tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2; */
* vim: set ts=8 sts=2 et sw=2 tw=0;
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* License, v. 2.0. If a copy of the MPL was not distributed with this file, you can
* obtain one at http://mozilla.org/MPL/2.0/.
* If you modify this file, you must include this license header in your
* modified version of this file, and in all derivative works from
* this file. You must keep this copyright notice in a prominent place
* in your modification. You must not remove this copyright notice,
* or parts of it, from this file.

7. {"Maybe, Always};

/* namespace js */

A JSContext encapsulates the thread local state used when using the JS
runtime.
*/
struct JS_PUBLIC_API JSContext : public JS::RootingContext,
public js::MallocProvider.."Show more
Source: js/src/vm/JSContext.h
8. "<!DOCTYPE HTML>
<html>
<head>
<title>runtime.getContexts Test</title>
<script type="text/javascript" src="tests/SimpleTest/SimpleTest.js"></script>
<script type="text/javascript" src="tests/SimpleTest/ExtensionTestUtils.js"></script>
<!-->..Show more
Source: toolkit/components/extensions/test/mochitest/test_ext_runtime_getContexts.html
9. "e,
get: function () {
return _setupContext.default;
};

Object.defineProperty(exports, 'getContext', {
enumerable: true,
get: function () {
return _setupContext.getContext;
};

Object.defineProperty(exports, ..Show more
Source: devtools/client/debugger/test/mochitest/examples/ember/quickstart/dist/assets/test-
support.js
10. "EVENT_STACKTRACE(true,
[Resources.TYPES.REFLIVE(true,
[Resources.TYPES.STYLESHET])];
true,
[Resources.TYPES.SOURCE]);
true,
[Resources.TYPES.THREAD_STATE];
true,
[Resources.TYPES.SERVER_SENT_EVENT];
true,
[Resources.TYPES.WE.."Show more
Source: devtools/serveractors/watcher/session-context.js
11. "This is only valid after the process has
* exited.

readonly attribute long exitValue;

/**
* Returns whether the process is currently running or not.
*/
readonly attribute boolean isRunning;
};

%{C++}

#define NS_PROCESS_CONTRACT.."Show more
Source: xpcom/threads/nsIPrivateProcess.idl
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// We should have three processes for this test, the parent process and two
// content processes for the tabs created by this test.
processCount = 3;

// If we run WebExtensions out-of-process (see bu.."Show more
Source: dom/base/test/browser_messageManager_loadprocessscript.js
13. "main = await ChromeUtils.requestProcInfo();
main.date = date;

let processes = new Map();
processes.set(main.pid, main);
for (let child of main.children) {
child.date = date;
processes.set(child.pid, child);
}
}

```

In JavaScript, particularly within the context of Mozilla Firefox development, you can determine the process type by checking the `Services.appinfo.processType` property. If it equals `Ci.nsIXULRuntime.PROCESS_TYPE_DEFAULT`, you are in the parent process. Otherwise, you are in a child process. Here's a simple function to check:

```

function isParentProcess() {
    return Services.appinfo.processType == Ci.nsIXULRuntime.PROCESS_TYPE_DEFAULT;
}

```

This function returns true if you are in the parent process and false if you are in a child process.

```

Source Documents:
1. () {
0.17.15 GECKO(94170) [STEP] 532:3 | -- info("Adding a new tab with URL: " + url);
Where you can see the execution flow between function to functions being called, but also the
progress within a function call.
Similarly to DEBUG_STEP ...Show more
Source: devtools/docs/contributor/tests/mochitest-devtools.md
2. /* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distributed with this
 * file, You can obtain one at <http://mozilla.org/MPL/2.0>.*/
// Tests tracing argument values

use str...Show more
Source: devtools/client/debugger/test/mochitest/browser_dbg-javascript-tracer-values.js
3. /* The arguments can escape from a function via a debugging hook.

var g = newGlobal({newCompartment: true});
var dbg = new Debugger(g);

// capture arguments object and test function
var this = 0;
dbg.onDebuggerStatement = function (frame) {
  ass...Show more
Source: js/src/jit-test/tests/debug/frame-eval-11.js
4. (t$)
if (strcmp(arg2, "all") == 0) {
for (uint32_t i = kMaxWatchpointCode + 1; i <= kMaxStopCode;
i++) {
sim->enableStop(i);
}

else if (GetValue(arg2, &value)...Show more
Source: js/src/jit/riscv64/Simulator-riscv64.cpp
5. (*pArg1 = mhs->rCrCx(cx->traceMask, 1);
OpArg2 = SKSL::String::printf( "%+d", cx->delta);
break;
}
default:
break;
}

std::string_view opName;
switch (st)...Show more
Source: gfx/skia/skia/src/sksl/codegen/SkSLRasterPipelineBuilder.cpp
6. (*rp), Print(p);
p = nullptr;
EXPECT_EQ("NULL", Print(p));
}

// Tests printing (non-member) function pointers.

void MyFunction(int /* n */)
TEST(PrintPointerTest, NonMemberFunctionPointer) {
// We cannot directly cast &MyFunction to cons...Show more
Source: security/nss/gtest/google_test/gtest/test/googletest-printers-test.cc
7. (t$)
if (strcmp(arg2, "all") == 0) {
for (uint32_t i = kMaxWatchpointCode + 1; i <= kMaxStopCode;
i++) {
sim->enableStop(i);
}

else if (GetValue(arg2, &value)...Show more
Source: js/src/jit/riscv64/Simulator-riscv64.cpp
8. (*pointer->interpret, cast<const void*>(&b));
// We cannot directly cast &MyFunction to const void* because the
// pointers to objects, and some compilers (e.g. GCC 3.4) enforce...Show more
Source: security/nss/gtest/google_test/gtest/test/googletest-printers-test.cc
9. (*void)printArg(p[ptr], i + 1);

if (type & ArgFile) {
save(ptr[i]->filename, ptr[i]);
free(ptr[i]->filename);
ptr[i]->filename = NULL; /* paranoia */
}
}
}

CK_RV
unloadModule...Show more
Source: security/nss/cmd/pk11util/pk11util.c
10. /*Add me to the specified breakpoint(s).
/*Enable all the specified breakpoint(s).
if (strcmp(arg2, "all") == 0) {
for (uint32_t i = kMaxWatchpointCode + 1; i <= kMaxStopCode;
i++) {
sim->enableStop(i)...Show more
Source: js/src/jit/riscv64/Simulator-mips64.cpp
11. /*Area: ffi_call_closure_call
Purpose: Check pointer arguments across multiple hideous stack frames.
Limitations: none
PR: none
Originator: Blake Chaffin 6/7/2007 */

/* dg-do run { x11 strongarm"-x" xscale"-x" } */
#include ...Show more
Source: js/src/c/types/libffi/testsuite/libffi.closures/cls_pointer_stack.c
12. /* Area: ffi_call_closure_call
Purpose: Check pointer arguments.
Limitations: none
PR: none
Originator: Blake Chaffin 6/6/2007 */

/* dg-do run { x11 strongarm"-x" xscale"-x" } */
#include "ffitest.h"

void* cls_pointer_fn(...Show more
Source: js/src/c/types/libffi/testsuite/libffi.closures/cls_pointer.c
13. /* arrayLength() in a callee function
)fn1 => {
t.skipIfLanguageFeatureNotSupported('unrestricted_pointer_parameters');

const wgl = `

@binding(0) @group(0) var<storage, read> arr : array<u32>;
@binding(1) @group(0) var<storage, read...Show more
Source:
domwebgpu/tests/cts/checkout/src/webgpu/shader/execution/expression/call/user/ptr_params.
src.ts
14. /*unsigned i = 0; i < fargc; i++) {
RootedFunction getobj(cx);
getobj = NewNativeFunction(cx, DebuggerArguments_getArg, 0, nullptr,
gc::AllocKind::FUNCTION_EXTENDED);
if (!getobj) {
return nullptr;
}

/*Show more
Source: js/src/debugger/Frame.cpp
15. /* PUSH(StackVal(frame->args.Obj(j).arg(i)));
else {
PUSH(StackVal(frame->unaliasedFormal(j)));
}
}
}

```

To print the value of arguments while following pointers in Pernosco, you can use the print command in the debugger console. For example, if you have a pointer arg and you want to see the value it points to, you can use print "arg". If arg is a pointer to a pointer, you can use print "arg" to follow the pointer chain. Additionally, you can use the ptype command to print the type of the variable, which can help you understand the structure of the data you are inspecting.

```

Source Documents:
1. " do so. This is the scenario
   * of greatest concern, since it covers all contemporary OSX iterations
   * (10+) as well as Windows Vista and 7 on newer amd64 hardware. Linux on
   * x86_64 is generally run as a pure 64-bit environment, but its 32-bit
   * "Show more
Source: mfbt/tests/TestPoisonArea.cpp
2. "Optimizing applications for NSPR
=====

NetScape Portable Runtime (NSPR) tries to provide a consistent level of
service across the platforms it supports. This has proven to be quite
challenging, a challenge that was met to..."Show more
Source: docs/nspr/optimizing_applications_for_nspr.rst
3. "NDAR_CONTROL_BIT = 732;
pub const HyperCriticalWorkQueue: WORK_QUEUE_TYPE = 232;
pub const INITIAL_PRIVILEGE_COUNT: u32 = 3u32;
pub const INITIAL_NOTIFY_TYPE_GUID: windows::sys::core::GUID = ::windo..."Show more
Source: third_party/rust/windows-sys/src/Windows/Wdk/System/SystemServices/mod.rs
4. "cosx64-noopt-debug
treeherder:
platform: osx-cross-noopt/debug
symbol: B
tier: 2
worker:
max-run-time: 3600
run:
config:
builds/rele..._base_firefox.py
builds/rele..._base_...
Source: taskcluster/kinds/build/macosx.yml
5. /* - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2; */ 
/* vim: set ts=8 sts=2 et sw=2 tw=80: */
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distribut..."Show more
Source: mfbt/Poison.cpp
6. /* return true;
}
if (!ThreadLocalData::init()) {
    return false;
}
sThreadLocalDataInitialized = true;
bool isMainThread = true;
RegisterCurrentThread(&MainThread);
sSourceList = new SourceList();

MainThreadIOLogger::Init();

/* Show more
Source: xpcom/build/OInterposer.cpp
7. "lons as all
/
void InitPoisonOInterposer();

#ifndef XP_MACOSX
/*
 * Check that writes are dirty before reporting I/O (Mac OS X only)
 * This is necessary for late-write checks on Mac OS X, but reading the buffer
 * from file to see if we're..."Show more
Source: xpcom/build/PoisonOInterposer.h
8. /* - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2; */ 
/* vim: set ts=8 sts=2 et sw=2 tw=80: */
/* This Source Code Form is subject to the terms of the Mozilla Public
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Source: xpcom/build/PoisonOInterposer.h
9. /* eof(WCHAR)
*/
nsDependentSubstring filename(buf, len);
WinIOAutoObservation timer(mozilla::OInterposeObserver::OpStat, filename);

/* Execute original function
return pOriginalNIQueryFullAttributesFile(aObjectAttribute..."Show more
Source: xpcom/build/PoisonOInterposerWin.cpp
10. /* - Mode: C++; tab-width: 8; indent-tabs-mode: nil; c-basic-offset: 2; */ 
/* vim: set ts=8 sts=2 et sw=2 tw=80: */
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11. /* return true;
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Source: xpcom/build/PoisonOInterposer.h
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/* vim: set ts=8 sts=2 et sw=2 tw=80: */
/* This Source Code Form is subject to the terms of the Mozilla Public
 * License, v. 2.0. If a copy of the MPL was not distribut..."Show more
Source: xpcom/build/PoisonOInterposerWin.cpp

```

The PoisonOInterposer on Mac is designed to detect and report unintended I/O operations that could lead to performance issues or security vulnerabilities. It is called "Poison" because it intercepts (or intercepts) I/O operations to identify and "poison" (mark or block) unsafe or unintended access patterns, leading to a controlled crash or alert. Disabling it on x64 Mac could allow for additional security hardening, but it is not enabled on Release builds due to potential performance impacts. The value lies in its ability to catch and diagnose problematic I/O operations during development and testing phases.

```

Source Documents:
1. "use strict";
/*
 * Extension content scripts execution happens in two stages:
 * 1. preload content script when a request for a document is observed.
 * 2. actual content script execution when the document has loaded.
 */
* This is generally an in...Show more
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_preloading.js
2. /*
const policy = contentScript.extension;
if(policy.id === extensionId) {
  policy._testOnlySeenContentScriptInjections ??= [];
  policy._testOnlySeenContentScriptInjections.push([
    matches: contentScript.matches.pat,
    "Show more"
  ]);
}
*/
function loadTestExtensionWithContentScripts() {
  return ExtensionTestUtils.loadExtension({
    manifest: {
      content_scripts: [
        {
          js: ["document_st_...Show more
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_slow_frame.js
4. "ear-impossible without this logging.
const logPrefix = `loadContentScript ${++callCounter} pid=${Services.appinfo.processID}`;
dump(
$logPrefix START runAt=${contentScript.runAt} readyState=${window.document?r...Show more
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_preloading.js
3. "return ExtensionProcessScript._test_only_pendingInjections.slice();
`);
}
*/
* Extension content scripts execution happens in two stages:
 * 1. preload content script when a request for a document is observed.
 * 2. actual content script execution when the document has loaded.
 */
* This is generally an in...Show more
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_preloading.js
7. /*
const policy = contentScript.extension;
if(policy.id === extensionId) {
  policy._testOnlySeenContentScriptInjections ??= [];
  policy._testOnlySeenContentScriptInjections.push([
    matches: contentScript.matches.pat,
    "Show more"
  ]);
}
*/
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_context_isolation.js
6. "use strict";
/*
 * Extension content scripts execution happens in two stages:
 * 1. preload content script when a request for a document is observed.
 * 2. actual content script execution when the document has loaded.
 */
* This is generally an in...Show more
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_preloading.js
7. /*
const policy = contentScript.extension;
if(policy.id === extensionId) {
  policy._testOnlySeenContentScriptInjections ??= [];
  policy._testOnlySeenContentScriptInjections.push([
    matches: contentScript.matches.pat,
    "Show more"
  ]);
}
*/
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_preloading.js
8. "extensionTestUtils.loadExtension(extensionData);
let contentPage = await ExtensionTestUtils.loadContentPage(
  "http://example.com/bfcachetestpage"
);
await extension.startup();
await extension._testOnlySeenContentScriptInjections._pendingInjections.length;
6. "use strict";
/*
 * Extension content scripts execution happens in two stages:
 * 1. preload content script when a request for a document is observed.
 * 2. actual content script execution when the document has loaded.
 */
* This is generally an in...Show more
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_preloading.js
7. /*
const policy = contentScript.extension;
if(policy.id === extensionId) {
  policy._testOnlySeenContentScriptInjections ??= [];
  policy._testOnlySeenContentScriptInjections.push([
    matches: contentScript.matches.pat,
    "Show more"
  ]);
}
*/
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_register.js
9. "return ExtensionProcessScript._test_only_pendingInjections.slice();
`);

}

function loadTestExtensionWithContentScripts() {
  return ExtensionTestUtils.loadExtension({
    manifest: {
      content_scripts: [
        {
          js: ["document_st_...Show more
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_slow_frame.js
10. "gre/modules/extensionProcessScriptLoader.js",
        });
      ];
    }
  });
}

// Items on this list "might" load when creating the process, as opposed to
// items in the main list, which we expect will always load.
const intermittentlyLoadedScripts = [
  modules: new S_...Show more
Source: browser/base/content/test/performance/browser_startup_content.js
11. "use strict";
/*
 * Extension content scripts execution happens in two stages:
 * 1. preload content script when a request for a document is observed.
 * 2. actual content script execution when the document has loaded.
 */
* This is generally an in...Show more
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_preloading.js
12. /*
const policy = contentScript.extension;
if(policy.id === extensionId) {
  policy._testOnlySeenContentScriptInjections ??= [];
  policy._testOnlySeenContentScriptInjections.push([
    matches: contentScript.matches.pat,
    "Show more"
  ]);
}
*/
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_preloading.js
13. "return ExtensionProcessScript._test_only_pendingInjections.slice();
`);

}

function loadTestExtensionWithContentScripts() {
  return ExtensionTestUtils.loadExtension({
    manifest: {
      content_scripts: [
        {
          js: ["document_st_...Show more
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_slow_frame.js
14. "ear-impossible without this logging.
const logPrefix = `loadContentScript ${++callCounter} pid=${Services.appinfo.processID}`;
dump(
$logPrefix START runAt=${contentScript.runAt} readyState=${window.document?r...Show more
Source: toolkit/components/extensions/test/xpcshell/test_ext_contentscript_slow_frame.js
15. "...contentScript
);
}
*/

```

The `extensionProcessScriptLoader.js` is injected into the content process via the `ExtensionProcessScriptLoader`, which is imported and used in the content process scripts. This mechanism is responsible for managing the loading and execution of extension content scripts, ensuring they are preloaded and executed at the appropriate stages of document loading. The injection mechanism typically involves the use of `ChromeUtils.importESModule` to load the necessary scripts and then hook into the content script execution process to monitor and log script injections, as demonstrated in the provided test setup.

```

Source Documents:
1. <stampSeconds>i64, Flexible> will discard any subsecond precision during deserialization
from 'i64' and will parse a 'String' as an integer number.
// This type also supports [ chrono::DateTime ] with the 'chrono_0_4' [feature flag].
// This ty... "Show more
Source: third_party/rust/serde_with/src/lib.rs
2. "
static constexpr FieldMetadata TimestampDeltaUs kTimestampDeltaUs;
void set_timestamp_delta_us(i64 value) {
static constexpr uint32_t field_id = FieldMetadata::TimestampDeltaUs::kFieldId;
// Call the appropriate protozero::Message... "Show more
Source: third_party/perfetto/sdk/perfetto.h
3. "use std::fmt;
use std::time::SystemTime;
use humanize::{format_rfc3339_micros, format_rfc3339_millis, format_rfc3339_nanos, format_rfc3339_seconds,
};
use crate::fmt::{Formatter, TimestampPrecision};
pub(in crate::fmt) mod glob {
pub use ... "Show more
Source: third_party/rust/env_logger/src/fmt/human_time/extn_implementation.rs
4. "duration.seconds(), kSecondsPerHour";
}

Timestamp TimeUtil::NanosecondsToTimestamp(int64_t nanos) {
return CreateNormalized<Timestamp>(nanos / kNanosPerSecond,
nanos % kNanosPerSecond);
}

Timestamp TimeUtil::M... "Show more
Source: toolkit/components/protobuf/src/google/protobuf/util/time_util.cc
5. "timestamp) {
int64_t seconds;
int32_t nanos;
if (!ParseTime(value, &seconds, &nanos)) {
return false;
}
timestamp = CreateNormalized<Timestamp>(seconds, nanos);
return true;
}

Timestamp TimeUtil::GetCurrentTime() {
int64_t seconds;
// Show more
Source: toolkit/components/protobuf/src/google/protobuf/util/time_util.cc
6. <stampSeconds>i64, Flexible> will discard any subsecond precision during deserialization
from 'i64' and will parse a 'String' as an integer number.
// This type also supports [ chrono::DateTime ] with the 'chrono_0_4' [feature flag].
// This ty... "Show more
Source: third_party/rust/serde_with/src/lib.rs
7. "duration.seconds(), kSecondsPerHour";
}

Timestamp TimeUtil::NanosecondsToTimestamp(int64_t nanos) {
return CreateNormalized<Timestamp>(nanos / kNanosPerSecond,
nanos % kNanosPerSecond);
}

Timestamp TimeUtil::M... "Show more
Source: toolkit/components/protobuf/src/google/protobuf/util/time_util.cc
8. <millisseconds>i64
<dt>Jan 1, 1970</dt>
</t>
</r>
<dt>UDTS_WINDOWS_FILE_TIME</dt>
<dt>i64</dt>
</t>
<dt>ticks (100 nanoseconds)</dt>
<dt>Jan 1, 1601</dt>
</t>
</r>
<dt>UDTS_DOTNET_DATE_TIME</dt>..."Show more
Source: intl/icu/source/i18n/unicode/utmscale.h
9. "millisecond) {
let zero = DateTime::Utc::from_utc(NaiveDateTime::from_timestamp_opt(0, 0).unwrap(), Utc);
let one_second = zero + Duration::seconds(1);
let half_second = zero + Duration::nanoseconds(500_000_000);
let minus_one... "Show more
Source: third_party/rust/serde_with/tests/chrono_0_4.rs
10. "align="right">0.14</td>
</t>
</r>
<dt>1 microsecond</dt>
<dt align="right">584.542.05</dt>
<dt align="right">285.42</dt>
<dt align="right">0.00</dt>
</t>
<dt>100 nanoseconds (tick)</dt>
<td... "Show more
Source: intl/icu/source/i18n/unicode/utmscale.h
11. "

static constexpr FieldMetadata TimestampDeltaUs kTimestampDeltaUs;
void set_timestamp_delta_us(i64 value) {
static constexpr uint32_t field_id = FieldMetadata::TimestampDeltaUs::kFieldId;
// Call the appropriate protozero::Message... "Show more
Source: third_party/perfetto/sdk/perfetto.h
12. "ntTimestamp kCurrentTimestamp();
void set_current_timestamp(int64_t value) {
static constexpr uint32_t field_id = FieldMetadata::CurrentTimestamp::kFieldId;
// Call the appropriate protozero::Message::Append(field_id, ...) ...
// method base... "Show more
Source: third_party/perfetto/sdk/perfetto.h
13. "duration.seconds(), kSecondsPerHour";
}

Timestamp TimeUtil::NanosecondsToTimestamp(int64_t nanos) {
return CreateNormalized<Timestamp>(nanos / kNanosPerSecond,
nanos % kNanosPerSecond);
}

Timestamp TimeUtil::M... "Show more
Source: toolkit/components/protobuf/src/google/protobuf/util/time_util.cc
14. "timestamp) {
int64_t seconds;
int32_t nanos;
if (!ParseTime(value, &seconds, &nanos)) {
return false;
}
timestamp = CreateNormalized<Timestamp>(seconds, nanos);
return true;
}

Timestamp TimeUtil::GetCurrentTime() {
int64_t seconds;
// Show more

```

You can use the SharedPreferences in Android to store a long value representing the timestamp in milliseconds, which provides more precision than seconds. Here's a simple example:

```

SharedPreferences prefs = context.getSharedPreferences("MyPrefs", Context.MODE_PRIVATE);
SharedPreferences.Editor editor = prefs.edit();
editor.putLong("timestamp", System.currentTimeMillis());
editor.apply();
To retrieve the timestamp:
long timestamp = prefs.getLong("timestamp", 0);
This method avoids dividing by 1000 and retains millisecond precision.

```

```

Source Documents:
1. "to Try": These
builds enable Hardened Runtime and only differ from production builds in
they are built Notarized which should be otherwise
functions (other than the ability to easily launch the browser on
macOS 10.15+ - see quaran...Show more
Source: docs/contributing/debugging/debugging_on_macos.rst
2. "Pushing to Try"
=====
* "Pushing to Try" allows developers to build and test their changes on Mozilla's automation
servers
without requiring their code to be reviewed and landed.
First, doc:ensure that you can push to Try <configuration>.
...Show more
Source: tools/tryselected/docs/index.rst
3. "nes".
Outside the build oddities because of the setup, it should be noted that those
builds are as close as possible to upstream. This means:
- the mozilla-central hash they run against is not matching the source code it
builds from, and one sho...Show more
Source: build/docs/snap.rst
4. "andbox"
Some additional options might be needed, check the code-coverage
mozconfig used on CI to be sure
browser/config/mozconfigs/linux64/code-coverage,
browser/config/mozconfigs/win64/code-coverage,
browser/config/mozconfigs/macosx64/code-coverage...Show more
Source: tools/code-coverage/dccs/index.rst
5. "..._and_test"
}

cmd_opt() {
CMAKE_BUILD_TYPE="RelWithDebInfo"
CMAKE_CXX_FLAGS+= -DJXL_DEBUG_WARNING -DJXL_DEBUG_ON_ERROR"
cmake_configure *@@*
cmake_build_and_test
}

cmd_coverage(){
#-O0 prohibits stack space reuse -> causes stack-overflow...Show more
Source: third_party/jpeg-xcl.sh
6. "[jit-test] -setpref=wasm_moz_intgmm=true; skip-if: (getBuildConfiguration("x64") &&
!getBuildConfiguration("x64") && !getBuildConfiguration("arm64")) || getBuildConfiguration
("simulator") || wasmMozIntGemmEnabled)
"
Source: js/src/jit-test/tests/wasm/builtin-modules/integer-gemm/directives.txt
7. "[Flag(const char* flag) {
if (strcmp(flag, "break_on_failure") == 0) {
cout << GTEST_FLAG(break_on_failure);
return;
}
if (strcmp(flag, "catch_exceptions") == 0) {
cout << GTEST_FLAG(catch_exceptions);
return;
}
if (strcmp...Show more
Source: security/nss/test/gtest/test/gtest-env-var-test_cc
8. Source: js/src/jit-test/tests/wasm/spec/gc/harness/directives.txt
9. "[jit-test skip-if: true"
Source: js/src/jit-test/tests/wasm/spec/exception-handling/harness/directives.txt
10. "[jit-test skip-if: true"
Source: js/src/jit-test/tests/wasm/spec/memory64/harness/directives.txt
11. "nes".
Outside the build oddities because of the setup, it should be noted that those
builds are as close as possible to upstream. This means:
- the mozilla-central hash they run against is not matching the source code it
builds from, and one sho...Show more
Source: build/docs/snap.rst
12. "services.dir=../application-services"
Once these flags are set, your Focus builds will include any local modifications present in these
projects.
See a [demo of auto-publication workflow in action](https://www.youtube.com/watch?
v=qZKfBzVvQGc).
#."Show more
Source: mobile/android/focus-android/README.md
13. "Runner"
testInstrumentationRunnerArguments clearPackageData: 'true'
// See override in release builds for why it's blank.
buildConfigField "String", "VCS_HASH", "1"
vectorDrawables.useSupportLibrary = true
}

"Show more
Source: mobile/android/focus-android/app/build.gradle
14. "name: "webrtc/try/mac_dbg_m1"
builders {
name: "webrtc/try/mac_rel"
builders {
name: "webrtc/try/mac_rel_m1"
}
builders {
name: "webrtc/try/presubmit"
disable: reuse: true
"Show more
Source: third_party/lbwebrtc/infra/config/commit-queue.cfg
15. "a_failure"
builders {
bucket: "try"
name: "ios_compile_arm64_rel"
}
notifiers {
notifications {
on_new_status: INFRA_FAILURE
email: "webrtc-troopers-robots@google.com"
}
template: "infra_failure"...Show more
Source: third_party/lbwebrtc/infra/config/luci-notify.cfg

```

You can use the --no-artifact flag with the ./mach try command to generate builds without running any tests. For example, you can run ./mach try --no-artifact to achieve this.

```

Source Documents:
1. "to Try": These
builds enable Hardened Runtime and only differ from production builds in
they are built Notarized which should have otherwise
functions (other than the ability to easily launch the browser on
macOS 10.15+ - see quaran...Show more
Source: docs/contributing/debugging/debugging_on_macos.rst
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=====
* "Pushing to Try" allows developers to build and test their changes on Mozilla's automation
servers
without requiring their code to be reviewed and landed.
First, doc:ensure that you can push to Try <configuration>.
...Show more
Source: tools/tryselected/docs/index.rst
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builds from, and one sho...Show more
Source: build/docs/snap.rst
4. "andbox"
Some additional options might be needed, check the code-coverage
mozconfig used on CI to be sure
browser/config/mozconfig/linux64/code-coverage,
browser/config/mozconfig/win64/code-coverage,
browser/config/mozconfig/macosx64/code-coverage...Show more
Source: tools/code-coverage/dccs/index.rst
5. "..._and_test"
}

cmd_opt() {
CMAKE_BUILD_TYPE="RelWithDebInfo"
CMAKE_CXX_FLAGS+= -DJXL_DEBUG_WARNING -DJXL_DEBUG_ON_ERROR"
cmake_configure *@"
cmake_build_and_test
}

cmd_coverage(){
# -O0 prohibits stack space reuse -> causes stack-overflow...Show more
Source: third_party/jpeg-xcl.sh
6. "[jit-test] -setpref=wasm_moz_intgmm=true; skip-if: (getBuildConfiguration("x64") &&
getBuildConfiguration("x64") && !getBuildConfiguration("arm64")) || getBuildConfiguration
("simulator") || wasmMozIntGemmEnabled)
"
Source: js/src/jit-test/tests/wasm/builtin-modules/integer-gemm/directives.txt
7. "[Flag(const char* flag) {
if (strcmp(flag, "break_on_failure") == 0) {
cout << GTEST_FLAG(break_on_failure);
return;
}
if (strcmp(flag, "catch_exceptions") == 0) {
cout << GTEST_FLAG(catch_exceptions);
return;
}
if (strcmp...Show more
Source: security/nss/test/gtest/test/googletest-env-var-test_cc
8. Source: js/src/jit-test/tests/wasm/spec/gc/harness/directives.txt
Source: js/src/jit-test/tests/wasm/spec/exception-handling/harness/directives.txt
10. "[jit-test] skip-if: true"
Source: js/src/jit-test/tests/wasm/spec/memory64/harness/directives.txt
11. "nes".
Outside the build oddities because of the setup, it should be noted that those
builds are as close as possible to upstream. This means:
- the mozilla-central hash they run against is not matching the source code it
builds from, and one sho...Show more
Source: build/docs/snap.rst
12. "...services.dir=../application-services"
Once these flags are set, your Focus builds will include any local modifications present in these
projects.
See a [demo of auto-publication workflow in action](https://www.youtube.com/watch?
v=qZKbBzVvQGc).
## "...Show more
Source: mobile/android/focus-android/README.md
13. "Runner"
testInstrumentationRunnerArguments clearPackageData: 'true'
// See override in release builds for why it's blank.
buildConfigField "String", "VCS_HASH", "1"
vectorDrawables.useSupportLibrary = true
}

"Show more
Source: mobile/android/focus-android/app/build.gradle
14. "name: "webrtc/try/mac_dbg_m1"
builders {
name: "webrtc/try/mac_rel"
builders {
name: "webrtc/try/mac_rel_m1"
}
builders {
name: "webrtc/try/presubmit"
disable: reuse: true
"Show more
Source: third_party/libwebrtc/infra/config/commit-queue.cfg
15. "a_failure"
builders {
bucket: "try"
name: "ios_compile_arm64_rel"
}
notifiers {
notifications {
on_new_status: INFRA_FAILURE
email: "webrtc-troopers-robots@google.com"
}
template: "infra_failure"...Show more
Source: third_party/libwebrtc/infra/config/luci-notify.cfg

```

No git-cinnabar does not support partial checkouts. It is designed to work with full checkouts of Mercurial repositories using Git, and does not have the capability to handle sparse or partial checkouts.

```

Source Documents:
1. <stampSeconds>i64, Flexible> will discard any subsecond precision during deserialization
from '64' and will parse a 'String' as an integer number.
/
// This type also supports [ chrono::DateTime ] with the 'chrono_0_4'-[feature flag].
// This ty... "Show more
Source: third_party/rust/serde_with/src/lib.rs
2. "duration.seconds/(std::kSecondsPerHour);"
)

Timestamp TimeUtil::NanosecondsToTimestamp(int64_t nanos) {
    return CreateNormalized<Timestamp>(nanos / kNanosPerSecond,
                                         nanos % kNanosPerSecond);
}

Timestamp TimeUtil::M... "Show more
Source: toolkit/components/protobuf/src/google/protobuf/util/time_util.cc
3. <stampSeconds>
//
// #[deriving(Deserialize)]
// #[derive(Deserialize, Serialize)]
// struct Timestamps {
//     #[serde(as = "TimestampSeconds<i64>")]
//     std::i64 SystemTime... "Show more
Source: third_party/rust/serde_with/src/lib.rs
4. <timestamp_seconds>
let zero = DateTime::from_utcNaiveDateTime::from_timestamp_opt(0, 0).unwrap(), Utc);
let one_second = zero + Duration::seconds(1);
let half_second = zero + Duration::nanoseconds(500_000_000);
let minus_one... "Show more
Source: third_party/rust/serde_with/tests/chrono_0_4.rs
5. ">milliseconds</td>
<td>Jan 1, 1970</td>
<br>
<td>UDTS_WINDOWS_FILE_TIME</td>
<td>i64</td>
<br>
<td>ticks (100 nanoseconds)</td>
<td>Jan 1, 1601</td>
<br>
<td>UDTS_DOTNET_DATE_TIME</td>..."Show more
Source: intl/cu/source/l10n/unicode/utmscale.h
6. *

static constexpr FieldMetadata_TimestampDeltaUs kTimestampDeltaUs;
void set_timestamp_delta_us(i64_t value) {
    static constexpr uint32_t field_id = FieldMetadata_TimestampDeltaUs::kFieldId;
    // Call the appropriate protozero::Message... "Show more
Source: third_party/perfetto/sdk/perfetto.h
7. *
    :protozero::proto_utils::FieldMetadata<
        2,
        :protozero::proto_utils::RepetitionType::kNotRepeated,
        :protozero::proto_utils::ProtoSchemaType::kUint64,
        uint64_t,
        ClockSnapshot_Clock>;
}

static constexpr FieldMe... "Show more
Source: third_party/perfetto/sdk/perfetto.h
8. "public boolean hasTimestamp() {
    return state == STATE_TIMESTAMP || state == STATE_TIMESTAMP_ADVANCING;
}
**
* Returns whether the timestamp appears to be advancing. If (@code true), call @link
* #getTimestampSystemUs() and @link... "Show more
Source:
mozilla/android/exoplayer2/src/main/java/org/mozilla/thirdparty/com/google/android/exoplayer2/ut
il/UtilityTimestamp.java
9. "
* Copyright (C) 2018 The Android Open Source Project
*
* Licensed under the Apache License, Version 2.0 (the "License");
* you may not use this file except in compliance with the License.
* You may obtain a copy of the License at
*
* ... "Show more
Source:
mozilla/android/exoplayer2/src/main/java/org/mozilla/thirdparty/com/google/android/exoplayer2/ut
il/UtilityTimestamp.java
10. "milliseconds</td>
let zero = DateTime::from_utcNaiveDateTime::from_timestamp_opt(0, 0).unwrap(), Utc);
let one_second = zero + Duration::seconds(1);
let half_second = zero + Duration::nanoseconds(500_000_000);
let minus_one... "Show more
Source: third_party/rust/serde_with/tests/chrono_0_4.rs
11. "stampSeconds<i64, Flexible> will discard any subsecond precision during deserialization
from '64' and will parse a 'String' as an integer number.
)
12. "This type also supports [ chrono::DateTime ] with the 'chrono_0_4'-[feature flag].
// This ty... "Show more
Source: third_party/rust/extern_logger/src/fmt/humanetime/extern_impl.rs
13. "use std::fmt
use std::time::SystemTime;
use humanetime::*;

format_rfc3339_micros, format_rfc3339_millis, format_rfc3339_nanos, format_rfc3339_seconds,
};

use crate::fmt::{Formatter, TimestampPrecision};

pub(in crate::fmt) mod glob {
    pub use ... "Show more
Source: third_party/rust/extern_logger/src/fmt/humanetime/extern_impl.rs
14. "duration.seconds(), *SecondsPerHour);
)
15. Timestamp TimeUtil::NanosecondsToTimestamp(int64_t nanos) {
    return CreateNormalized<Timestamp>(nanos / kNanosPerSecond,
                                         nanos % kNanosPerSecond);
}

Timestamp TimeUtil::M... "Show more
Source: toolkit/components/protobuf/src/google/protobuf/util/time_util.cc

```

You can use the nsIXULStore interface to store simple key-value pairs, including integers, with more precision than seconds. This interface is designed for storing small amounts of data and is simpler than using preferences. You can access it via JavaScript in your Firefox extension or application. Here's a quick example:

```

let xulStore = Components.classes["@mozilla.org/xul/xulstore;1"]
    .getService(Components.interfaces.nsIXULStore);
xulStore.setValue("your-namespace", "your-key", "your-timestamp-value");
let timestamp = xulStore.getValue("your-namespace", "your-key");
This allows you to store and retrieve your timestamp with the desired precision without using preferences.

```

```

Source Documents:
1. "const TEST_PAGE = 'data:text/html,<html><body><a href='about:blank' target='_blank'>Test</a></body></html>'";
const { CHROME_ALL, CHROME_REMOTE_WINDOW, CHROME_FISSION_WINDOW } = Ci.nsIWebBrowserChrome;

/**
 * Tests that when we open new browser win...Show more
Source: docshell/test/navigation/browser_test-content-chromeflags.js
2. /*" import-globals-from common.js */

var { AppConstants } = ChromeUtils.importESModule(
  'resource://gre/modules/AppConstants.sys.mjs'
);

/**
 * Load the browser with the given url and then invokes the given function.
 */
function openBrowserWindow... Show more
Source: accessible/tests/mochitest/browser.js
3. *

let gUserContextIdSerial = 1;
async function promiseOpenNewTab(url = "about:blank") {
  let tab = BrowserTestUtils.addTab(gBrowser, url, {
    userContextId: gUserContextIdSerial++,
  });
  let tabSwitchPromise = BrowserTestUtils.switchTab(gBrowser... Show more
Source: browser/components/urbar/tests/browser/browser_locationBarCommand.js
4. /* that will wait for the tab to actually load
/ something
let newTabPromise = new Promise(resolve => {
  gBrowser.tabContainer.addEventListener(
    'TabOpen',
    openEvent => resolve(openEvent.target),
    {once: true}
  );
});

/**
 * Show more
Source: unifaster-exhandler/tests/mochitest/browser_protocol_ask_dialog.js
5. /* add_task(async function () {
let browserLoadedPromise = BrowserTestUtils.browserLoaded(
  gBrowser.selectedBrowser,
  false,
  "about:mozilla"
);
window.browserDOMWindow.openURI(
  makeURI("about:mozilla"),
  null,
  Ci.nsIBrowserDo... Show more
Source: browser/base/content/test/general/browser_bug537474.js
6. "const TEST_PAGE = 'data:text/html,<html><body><a href='about:blank' target='_blank'>Test</a></body></html>'";
const { CHROME_ALL, CHROME_REMOTE_WINDOW, CHROME_FISSION_WINDOW } = Ci.nsIWebBrowserChrome;

/**
 * Tests that when we open new browser win... Show more
Source: docshell/test/navigation/browser_test-content-chromeflags.js
7. /*browser1, [], getChildRootOuterId);
let browser2ID = await SpecialPowers.spawn(browser2, [], getChildRootOuterId);

is(browser1ID, winID,
  'The current environment should have the correct chromeOuterWindowID');
8. /* add_task(async function () {
let browserLoadedPromise = BrowserTestUtils.browserLoaded(
  gBrowser.selectedBrowser,
  false,
  "about:mozilla"
);
window.browserDOMWindow.openURI(
  makeURI("about:mozilla"),
  null,
  Ci.nsIBrowserDo... Show more
Source: browser/base/content/test/general/browser_bug537474.js
9. */

let gUserContextIdSerial = 1;
async function promiseOpenNewTab(url = "about:blank") {
  let tab = BrowserTestUtils.addTab(gBrowser, url, {
    userContextId: gUserContextIdSerial++,
  });
  let tabSwitchPromise = BrowserTestUtils.switchTab(gBrowser... Show more
Source: browser/base/content/test/general/browser_testOpenNewRemoteTabsFromNonRemoteBrowsers.js
10. /* Any copyright is dedicated to the Public Domain.
* http://creativecommons.org/publicdomain/zero/1.0/
*/

const OPEN_LOCATION_PREF = "browser.link.open_newwindow";
const NON_REMOTE_PAGE = "about:welcomeback";

requestLongerTimeout(2);

function l... Show more
Source:
browser/base/content/test/general/browser_testOpenNewRemoteTabsFromNonRemoteBrowsers.js
11. "const TEST_PAGE = 'data:text/html,<html><body><a href='about:blank' target='_blank'>Test</a></body></html>'";
const { CHROME_ALL, CHROME_REMOTE_WINDOW, CHROME_FISSION_WINDOW } = Ci.nsIWebBrowserChrome;

/**
 * Tests that when we open new browser win... Show more
Source: docshell/test/navigation/browser_test-content-chromeflags.js
12. /*" import-globals-from common.js */

var { AppConstants } = ChromeUtils.importESModule(
  'resource://gre/modules/AppConstants.sys.mjs'
);

/**
 * Load the browser with the given url and then invokes the given function.
 */
function openBrowserWindow... Show more
Source: accessible/tests/mochitest/browser.js
13. /*ts BROWSER_CHROME_URL,
  "blank",
  false,
  /window.arguments
  url,
  extraOptions,
  null,
  null,
  null,
  null,
  null... Show more
Source: browser/base/content/browser.js
14. *

```

Yes, you can use the `BrowserTestUtils.openNewBrowserWindow` function, which opens a new browser window and returns a promise that resolves when the new window's `gBrowser` is available.

```

Source Documents:
. * - Mode: python; indent-tabs-mode: nil; tab-width: 40 -*-
# vim: set filetype=python
# This Source Code Form is subject to the terms of the Mozilla Public
# License, v. 2.0. If a copy of the MPL was not distributed with this
# file, You can obtain...Show more
Source: browser/branding/branding-common.mozbuild
2."Gecko Processes
=====
Before Creating a New Process
-----
Firefox started out as a one process application. Then, one became two as
NPAPI plugins like Flash were pushed into their own process (plugin processes)
to...Show more
Source: ipc/docs/processes.rst
3."Building Firefox On Linux
=====

This document will help you get set up to build Firefox on your own
computer. Getting set up can take a while - we need to download a
lot of files. Even with fast connection, this can take ten to...Show more
Source: docs/stupfinux/build.rst
4."# This Source Code Form is subject to the terms of the Mozilla Public
# License, v. 2.0. If a copy of the MPL was not distributed with this
# file, You can obtain one at http://mozilla.org/MPL/2.0.

brandShortName="Firefox"
brandFullName="Mozilla Fire..."Show more
Source: mobile/android/branding/official/locales/en-US/brand.properties
5."ding is "browser/branding/unofficial".
Build process
-----
... note:
If you intend to distribute your build to others, you'll want to add
"ac_add_options --with-redist" in your "mozconfig".
Both the full and stub installers a...Show more
Source: browser/installer/windows/docs/InstallerBuild.rst
6."Firefox Branding
=====

Firefox has multiple different sets of "branding" that are used to hold channel-specific things such
as:
* Logos and other iconography
* Product names (eg: "Mozilla Firefox", "Firefox Developer Edition")
* Channel...Show more
Source: browser/branding/docs/index.rst
7."* - Mode: python; indent-tabs-mode: nil; tab-width: 40 -*-
# vim: set filetype=python
# This Source Code Form is subject to the terms of the Mozilla Public
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# file, You can obtain...Show more
Source: browser/branding/branding-common.mozbuild
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brandShortName="Firefox"
brandShortName="Firefox"
Source: browser/branding/official/locales/en-US/brand.properties
9."# This Source Code Form is subject to the terms of the Mozilla Public
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# file, You can obtain one at http://mozilla.org/MPL/2.0.

brandShortName="Firefox"
brandShortName="Firefox_De..."Show more
Source: browser/branding/aurora/locales/en-US/brand.properties
10."# This Source Code Form is subject to the terms of the Mozilla Public
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# file, You can obtain one at http://mozilla.org/MPL/2.0.

brandShortName="Firefox"
brandShortName="Firefox_De..."Show more
Source: browser/branding/package-manifest.in
11."# This Source Code Form is subject to the terms of the Mozilla Public
# License, v. 2.0. If a copy of the MPL was not distributed with this
# file, You can obtain one at http://mozilla.org/MPL/2.0.

: Package file for the Firefox build.
: Packagin...Show more
Source: browser/installer/package-manifest.in
12."#ipion: Windows process for bootstrapping the browser process.
:includes:
: browser/app/winlauncher/**"
meta:
owners_ernestus:
Aaron Klotz
:toshi:
:comments:
: Fire...Show more
Source: motts.yaml
13.<?xml version="1.0" encoding="UTF-8"?>
<component type="desktop-application">
<id>org.mozilla.firefox</id>
<launchable type="desktop-id">org.mozilla.firefox.desktop</launchable>
<developer_name>Mozilla</developer_name>
...Show more
Source: taskcluster/docker/firefox-flatpak/org.mozilla.firefox.appdata.xml.in
14."ding is "browser/branding/unofficial".

Build process
-----
... note:
If you intend to distribute your build to others, you'll want to add
"ac_add_options --with-redist" in your "mozconfig".
Both the full and stub installers a...Show more
Source: browser/installer/windows/docs/InstallerBuild.rst
15."=====
Firefox Home (New Tab)
=====

All files related to Firefox Home, which includes content that appears on `about:home` and
`about:newtab`, can be found in the `browser/components/newtab` directory.
Some of...Show more
Source: browser/components/newtab/docs/index.rst

```

```

Source Documents:
1. "# Telemetry
   Fenix uses Mozilla's telemetry service (Glean) to measure feature performance and engagement.

## Glean pings and metrics
By using the Glean SDK, Fenix can send the pings the SDK owns and defines, as documented
[in the Glean SDK docs](...).Show more
Source: mobile/android/fenix/docs/telemetry.md

2. "# Crash Monitoring
## Important
• The main goal here is not to file an issue for every single distinct crash report, but to find
regressions of new problems that need to be addressed.
• Once you're familiar with the process this should not take more...Show more
Source: mobile/android/fenix/docs/crash-monitoring.md

3. "#crashManager: Start proc 1666:org.mozilla.fenix.debug/u0a91 for service org.mozilla.fenix.
debug@androidx.work.ImplBackgroundSystemJobService
05-26 11:45:22.693 1666 1666 W lla.fenix.debug: Unexpected CPU variant for X86 using
defaults...Show more
Source: python/mozperftest/mozperftest/tests/data/home_activity.txt

4. "# Logging Crash Information
## Retrieving crash reports from the application
• Open Firefox
• Tap on the '3 dot menu'
• Tap 'Settings'
• Scroll to the bottom of Settings
• Tap 'About Firefox'
• Tap 'Crashes'
• Tap on the Socorro link
• Copy and past...Show more
Source: mobile/android/fenix/docs/Logging-Crash-Information.md
5. "#on
## Stack trace
Every crash report contains a "stack trace", which shows what functions in the Focus code led to
this crash. It includes names of Android framework functions and Focus functions. Here's an
excerpt of three lines from the stack ...Show more
Source: mobile/android/focus-android/docs/Crash-Reporting-with-Sentry.md
6. "# Fenix
=====
Specific documentation on a few topics is available at:
.. tocree:
:maxdepth: 1

Acronym Dictionary <Acronym-dictionary.md>
Addressing a performance regression <...>.Show more
Source: mobile/android/fenix/docs/index.rst
7. "#rts remote debugging by
default — simply open Remote Debugging on your desktop browser and the
connected device/emulator should show up when the example app is open.
You can also use the example app for native debugging, follow the
native debugging...Show more
Source: mobile/android/docs/geckoview/contributor/for-gecko-engineers.rst
8. "#_fenix-contributor-guide:
Building Firefox for Android
=====
As a first step, you need to set up your development environment using the instruction :ref:`here<firefox_for_android>`:

Before building, set the paths to your...Show more
Source: mobile/android/docs/fenix.rst
9. "# passion but we will not be able to incorporate every feature request or even fix every bug.
That being said, just because we haven't replied, doesn't mean we don't care about the issue,
please be patient with our response times as we're very busy.

..Show more
Source: mobile/android/fenix/README.md
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Source: mobile/android/docs/fenix.rst
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• Tap 'Crashes'
• Tap on the Socorro link
• Copy and past...Show more
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..Show more
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15. "#crashManager: Start proc 1666:org.mozilla.fenix.debug/u0a91 for service org.mozilla.fenix.
debug@androidx.work.ImplBackgroundSystemJobService
05-26 11:45:22.693 1666 1666 W lla.fenix.debug: Unexpected CPU variant for X86 using
defaults...Show more
Source: python/mozperftest/mozperftest/tests/data/home_activity.txt

```

To debug the issue with Fenix crashing on your Pixel 6a, first ensure that USB debugging is enabled on your device and that you have the necessary permissions. Use adb logcat to capture detailed logs from your device, which can provide more insight into the crash. You can also try running the app directly from the command line using ./gradlew app:installFenixDebug and then start it with adb shell am start -n org.mozilla.fenix.debug/org.mozilla.fenix.debug.App. If the issue persists, check for any missing dependencies or misconfigurations in your build setup. Additionally, ensure that your Android SDK and Java paths are correctly set. If none of these steps resolve the issue, consider reaching out to the Fenix development community for further assistance.