

Question	Cognita Context	Answer RAG
<p>Source Documents:</p> <p>1. "fon"</p> <p>#### Stack trace</p> <p>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 ...<a href="#">Show more</a></p> <p>Source: mobile/android/focus-android/docs/Crash-Reporting-with-Sentry.md</p> <p>2. "._build":12531634</p> <p>},</p> <p>"sdk":{</p> <p>"version":"1.7.10-598d4",</p> <p>"name":"sentry-java"</p> <p>},</p> <p>},</p> <p>#### Crash Information</p> <p>#### Stack trace</p> <p>Every crash report contains a "stack trace", which shows what functions in the Firefox for Android</p> <p>...<a href="#">Show more</a></p> <p>Source: mobile/android/fenix/docs/crash-reporting.md</p> <p>3. "# Crash Reporting</p> <p>Firefox for Android uses a few libraries for crash and exception reporting. This kind of reporting gives Mozilla invaluable insight as to why Firefox for Android crashes or incorrectly behaves. It is one of the key methods we use to...<a href="#">Show more</a></p> <p>Source: mobile/android/fenix/docs/crash-reporting.md</p> <p>4. "# Logging Crash Information</p> <p>## Retrieving crash reports from the application</p> <ul style="list-style-type: none"><li>* Open Firefox</li><li>* Tap on the "3 dot menu"</li><li>* Tap "Settings"</li><li>* Scroll to the bottom of Settings</li><li>* Tap "About Firefox"</li><li>* Tap "Crashes"</li><li>* Tap on the Socorro link</li><li>* Copy and past...<a href="#">Show more</a></li></ul> <p>Source: mobile/android/fenix/docs/Logging-Crash-Information.md</p> <p>5. "what version of Android OS was active. Below is an overview of all the attributes that are part of a crash report.</p> <p>#### Sentry Reports</p> <p>A typical Sentry crash report contains three categories of data: device, application, crash. It also contains som...<a href="#">Show more</a></p> <p>Source: mobile/android/fenix/docs/crash-reporting.md</p> <p>6. "fon"</p> <p>#### Stack trace</p> <p>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 ...<a href="#">Show more</a></p> <p>Source: mobile/android/focus-android/docs/Crash-Reporting-with-Sentry.md</p> <p>7. "._build":12531634</p> <p>},</p> <p>"sdk":{</p> <p>"version":"1.7.10-598d4",</p> <p>"name":"sentry-java"</p> <p>},</p> <p>},</p> <p>#### Crash Information</p> <p>#### Stack trace</p> <p>Every crash report contains a "stack trace", which shows what functions in the Firefox for Android</p> <p>...<a href="#">Show more</a></p> <p>Source: mobile/android/fenix/docs/crash-reporting.md</p> <p>8. "# Crash Reporting</p> <p>Firefox for Android uses a few libraries for crash and exception reporting. 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This kind of reporting gives Mozilla invaluable insight as to why Firefox for Android crashes or incorrectly behaves. It is one of the key methods we use to...<a href="#">Show more</a></p> <p>Source: mobile/android/fenix/docs/crash-reporting.md</p> <p>14. "version, Application Services version, GeckoView version and Build ID</p> <p>Note: Currently only native code crashes get uploaded to Socorro. Socorro has limited support for "uncaught exception" crashes too, but it is recommended to use a more elaborat...<a href="#">Show more</a></p> <p>Source: mobile/android/android-components/components/lib/crash/README.md</p>	<p>Hi , the crash reports indicate a segmentation fault (SIGSEGV) in libutils.so, which is a common library in Android's native code. The specific address libutils.so@0xede0 suggests an issue within that library, but without more context, it's challenging to pinpoint the exact cause. This could be due to memory corruption, invalid memory access, or a bug in the library itself. It would be helpful to gather more information, such as the Android version, device model, and steps to reproduce the crash. Additionally, checking for updates or patches for libutils.so might provide a solution.</p>	

<p>Does someone here know what one can do about this? After upgrading to Firefox 121, it appears macOS is unwilling to allow Firefox to be started from the command-line, thus making e.g. unit tests via Karma and such impossible.</p> <p><a href="https://github.com/karma-runner/karma-firefox-launcher/issues/328#issuecomment-1885113046">https://github.com/karma-runner/karma-firefox-launcher/issues/328#issuecomment-1885113046</a></p> <p>macOS is not allowing the program to run? Not even for '--version', or with no arguments.</p> <p>\$ /Applications/Firefox.app/Contents/MacOS/firefox-bin Killed: 9</p>	<pre>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 &lt;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 f..."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. "he "--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. "lla.org/pub/firefox/candidates/121.0b1-candidates/build1/update/mac/d/firefox-121.0b1. complete.mar previousBuildNumber: 1 previousVersion: 121.0b1 product: Firefox is: target-120.0b8.partial.mar: buildid: "... "Show more Source: taskcluster/test/params/mb-ship-firefox-partials.yml 8. "efox/candidates/121.0b1-candidates/build1/update/macos/firefox-121.0b1.complete.mar previousBuildNumber: 1 previousVersion: 121.0b1 product: Firefox ca: target-120.0b8.partial.mar: buildid: '20231108091943' ..."Show more Source: taskcluster/test/params/mb-ship-firefox-partials.yml 9. "s/121.0b1-candidates/build1/update/mac/af/firefox-121.0b1.complete.mar previousBuildNumber: 1 previousVersion: 121.0b1 product: Firefox an: target-120.0b8.partial.mar: buildid: '20231108091943' mar_ur..."Show more Source: taskcluster/test/params/mb-ship-firefox-partials.yml 10. "s/121.0b1-candidates/build1/update/mac/uk/firefox-121.0b1.complete.mar previousBuildNumber: 1 previousVersion: 121.0b1 product: Firefox ur: target-120.0b8.partial.mar: buildid: '20231108091943' mar_ur..."Show more Source: taskcluster/test/params/mb-ship-firefox-partials.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 FI..."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 AAAAAAAAAAAAAA  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</pre>	<p>The issue you're encountering is likely due to macOS's Notarization and Hardened Runtime requirements, which prevent Firefox from being started from the command line without proper entitlements. To work around this, you can either disable System Integrity Protection (SIP), which is not recommended due to security risks, or use a local build or a try build of Firefox that does not have these restrictions. For local builds, ensure you follow the instructions for creating a debuggable build and signing it appropriately. You can find more details on building and signing local macOS builds in the Firefox developer documentation.</p>
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<@suppressed\_user> Can I enable a logger I'd normally use via 'MOZ\_LOG' for a mochitest suite on try too? do I just pass in the env somehow?

```
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: xpcorn/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."l server.
env["MOZ_DISABLE_SOCKET_PROCESS"] = "1"

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

args = [
"-g",
self._xrePath,
"-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
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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
"TmpD"/NS_OS_TEMP_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 L..." "Show more
Source: netwerk/docs/http/logging.rst
10."ack_fixer_function, test_environment
from mozscreenhot import dump_screen

HAVE_PSUTIL = False
try:
import psutil

HAVE_PSUTIL = True
except ImportError:
pass

import six
from six.moves.urllib.parse import quote_plus as encodeURIComponen..." "Show more
Source: testing/mochitest/runtests.py
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./mach mochitest --debugger=gdb ...
...

See also the '--debugger-args' and '--debugger-interactive' arguments. You can
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# Max time in seconds to w..." "Show more
Source: testing/mochitest/runtests.py
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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 L..." "Show more
Source: netwerk/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 buildBrowserEnv 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.

<p>&lt;@suppressed_user&gt; My local mozilla-central builds are failing today with an "error [E0635]: unknown feature stdsimd", on two separate machines, but I don't know what's changed recently to cause this ..... anyone able to point me in the right direction?</p>	<p>Source Documents: 1. "# Common Build Errors</p> <p>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.</p> <p>## Watchman unavailable</p> <p>This is..."Show more Source: docs/setup/common_build_errors.md 2. "ound for a bit longer than expected. 3. Go to the "introduction channel &lt;https://chat.mozilla.org/#/room/#introduction.mozilla.org&gt;" ____ 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 RW but never supplies a password - "Bug 392522 &lt;https://bugzilla.mozilla.org/show_bug.cgi?id=392522&gt; ____: Integrity hashes must be updated when passwords are changed. - "Bug 401610 &lt;https://bugzilla.mozilla.org/show_bug.cgi?id=401610&gt; ____: assert if profile path contains cyrillic chars - [[@isspace - secmoc_argIsBlank - secmoc_argHasBlanks - secmoc_formatPair - secmoc_mkNewModuleSpec] - "Bu..."Show more Source: security/nss/doc/rst/legacy/nss_releases/nss_3.12.4_release_notes/index.rst 5. "olchain-win64-vs2019: Xn7iGRuQ-uCzmkKThwg toolchain-win64-vs2022: FOkD3p_IR9q1WmA45N1N0w toolchain-win64-wincheksec: BrK6CmbxRKSWiMvRICDKfw toolchain-wrench-deps: J6JbOehvSGW0bGA0Z3UmsA upload-generated-sources-dummy-devedition-macosx64-d..."Show more Source: taskcluster/test/params/mb-ship-firefox.yml 6. "..._unified-builds:</p> <p>=====</p> <p>Unified Builds</p> <p>=====</p> <p>The Firefox build system uses the technique of "unified builds" (or elsewhere called "unity builds &lt;https://en.wikipedia.org/wiki/Unity_build&gt;") to improve compilation performance..."Show more Source: build/docs/unified-builds.rst 7. "# Common Build Errors</p> <p>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.</p> <p>## Watchman unavailable</p> <p>This is..."Show more Source: docs/setup/common_build_errors.md 8. "ound for a bit longer than expected. 3. Go to the "introduction channel &lt;https://chat.mozilla.org/#/room/#introduction.mozilla.org&gt;" ____ 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. "[package] name = "feature-library" version = "0.1.0" authors = [     "The Mozilla Project Developers", ] ] [lib] crate-type = ["staticlib"]</p> <p>[profile.dev] panic = "abort"</p> <p>[profile.release] panic = "abort"</p> <p>[dependencies] mozilla-central-workspace-hack ..."Show more Source: python/mozbuild/mozbuild/test/backend/data/rust-library-features/Cargo.toml 10. "oked out for python related failures. \n\nPush with failures: https://treeherder.mozilla.org/jobs?repo=autoland&amp;selectedTaskRun=LmHdsjDeRyGScsja5TC_g_0&amp;resultStatus=testfailed%2Ccoustest%2Cexception%2Cretry%2Cusercancel&amp;revision=4c5b3ec73a9ae0be2ee53..."Show more Source: testing/test/data/bug-1682371.json 11. "# Common Build Errors</p> <p>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.</p> <p>## Watchman unavailable</p> <p>This is..."Show more Source: docs/setup/common_build_errors.md 12. "Using C++ in Mozilla code =====</p> <p>C++ language features</p> <p>-----</p> <p>Mozilla code only uses a subset of C++. Runtime type information (RTTI) is disabled, as it tends to cause a very large increase in code size. This means..."Show more Source: docs/code-quality/coding-style/using_cxx_in_firefox_code.rst 13. "ound for a bit longer than expected. 3. Go to the "introduction channel &lt;https://chat.mozilla.org/#/room/#introduction.mozilla.org&gt;" ____ 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 &lt;http://mozilla.org/MPL/2.0/&gt;.  * See the License for the specific language governing permissions and  * limitations under the License. Source: config/msvc-stl-wrapper/template.h 15. "Is to locate seccomon.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. &lt;https://...&gt;". Show more Source: security/nss/doc/rst/legacy/nss_releases/nss_3.55_release_notes/index.rst</p>	<p>The error error[E0635]: unknown feature stdsimd typically indicates that the Rust compiler version you're using does not support the stdsimd feature. To resolve this, ensure that your Rust toolchain is up-to-date by running rustup update. Additionally, verify that your rust-toolchain file in the mozilla-central directory specifies the correct Rust version. If the issue persists, you might want to check recent changes in the mozilla-central repository or consult the build documentation for any updates regarding Rust dependencies.</p>
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<p>&lt;@suppressed_user&gt; Hello guys, I have send a patch (my first here) for review more than two weeks ago but still didn't get any reviews. Is there anything that I did wrong? Should I add more reviewers? Ping people?</p>	<p>Source Documents: 1. "e, and non-invasive, post an updated version of the patch. For all non-trivial changes, another review is necessary.</p> <p>If at any point the review process stalls for more than two weeks, see the previous 'Getting attention' section.</p> <p>In many open sour..."Show more Source: docs/contributing/how_to_submit_a_patch.rst 2. "Getting reviews =====</p> <p>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.</p> <p>Commit message syntax -----</p> <p>..."Show more Source: docs/contributing/reviews.rst 3. "-----</p> <p>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:</p> <p>.. code:: bash</p> <p>./mach try --preset android-geck..."Show more 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 'review ping?', check the "Need more 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. "locally, or using the 'Mozilla try server' &lt;<a href="https://wiki.mozilla.org/Build-TryServer">https://wiki.mozilla.org/Build-TryServer</a>&gt;". Module owners, or developers 'on Matrix' &lt;<a href="https://chat.mozilla.org">https://chat.mozilla.org</a>&gt;" may be willing to submit jobs for those currently without try server privileges.</p> <p>Submit th..."Show more Source: docs/contributing/how_to_submit_a_patch.rst 6. "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 or..."Show more Source: docs/bug-mgmt/processes/accessibility-review.md 7. "-----</p> <p>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:</p> <p>.. code:: bash</p> <p>./mach try --preset android-geck..."Show more 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?</p> <p>First and foremost, like in any Mozilla-run platforms or events, please abide by [the Community Participation Guidelines](<a href="https://www.mozilla.org/en-US/about/governance/policies/participation/">https://www.mozilla.org/en-US/about/governance/policies/participation/</a>).</p> <p>Maintainers should "lead by example thr..."Show more Source: devtools/docs/contributor/contributing/code-reviews.md 10. "Finding suitable reviewers</p> <p>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 Bu..."Show more Source: devtools/docs/contributor/contributing/code-reviews-find-reviewer.md 11. "Sending your code for review (also known as "sending patches")</p> <p>First, commit your changes. For example:</p> <pre>""bash hg add /path/to/file/changed hg commit -m "Bug 1234567 - [devtools] Implement feature XYZ. r=name.name2!"</pre> <p>The commit message exp..."Show more Source: devtools/docs/contributor/contributing/making-prs.md 12. "Submitting patches</p> <p>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</p> <p>This checklist is primarily aimed at reviewers, as it lists important points to check while reviewing a patch.</p> <p>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. "-----</p> <p>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:</p> <p>.. code:: bash</p> <p>./mach try --preset android-geck..."Show more 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</p>	<p>If your patch has been waiting for a review for more than two weeks, you should follow the "Getting attention" section 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 the #introduction:mozilla.org or #developers:mozilla.org channels. Additionally, you can tag more reviewers or use review groups like #geckoview-reviewers in Phabricator to notify more people.</p>
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<p>&lt;@suppressed_user&gt; I have a problem that's hard to debug -- 'mach test toolkit/components/extensions/test/xpcshell/test_ext_webRequest_responseBody.js' --- I get a timeout on the initial test in parallel. On the retry ('Retrying tests that failed when run in parallel') to run the xpcshell tests sequentially, I get an assertion. What I really want it to get an rr trace of the assertion, but if I use --debugger=rr, it never times out the initial test, so we never get to the one that fails.</p> <p>Any suggestions?</p> <p>...</p> <p>12345670.01.02 SUITE_START: xpcshell - running 2 tests</p> <p>0.01.02 TEST_START: xpcshell-e10s.toml:</p> <p>toolkit/components/extensions/test/xpcshell/test_ext_webRequest_responseBody.js</p> <p>0.01.02 TEST_START: xpcshell-remote.toml:</p> <p>toolkit/components/extensions/test/xpcshell/test_ext_webRequest_responseBody.js</p> <p>5.01.02 TEST_END: TIMEOUT</p> <p>5.01.02 INFO xpcshell return code: None</p> <p>5.01.02 TEST_END: TIMEOUT</p> <p>5.01.02 INFO xpcshell return code: None</p> <p>(and then on the retry after a timeout I get the IOThread assertion)</p>	<p>Source Documents:</p> <p>1. "p:</p> <p>... code:: js</p> <p>let thread = gThreadManager.currentThread;</p> <p>while (thread.hasPendingEvents())</p> <p>thread.processNextEvent(true);</p> <p>Debugging xpcshell-tests</p> <p>-----</p> <p>Running unit tests under the javascript debugger</p> <p>AAAAAAAAAA... "Show more</p> <p>Source: testing/docs/xpcshell/index.rst</p> <p>2. "r test behavior by triggering additional browser code to run, so check test behavior after making this change.</p> <p>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</p> <p>Source: testing/docs/xpcshell/index.rst</p> <p>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</p> <p>Source: devtools/docs/contributor/tests/debugging-intermittents.md</p> <p>4. "platform-tests-crashtest: DbyNw13IRFqGB-QgA06gCQ</p> <p>test-macosx1015-64-devedition-q/ropt-web-platform-tests-print-reftest:</p> <p>VOW0AMLUR0GiPm5O6nQFg</p> <p>test-macosx1015-64-devedition-q/ropt-web-platform-tests-reftest-1: LKyNij3RoSYEKWTJ3O2-g</p> <p>test-macosx... "Show more</p> <p>Source: taskcluster/test/params/mb-promote-firefox-partials.yml</p> <p>5. "platform-tests-crashtest: DbyNw13IRFqGB-QgA06gCQ</p> <p>test-macosx1015-64-devedition-q/ropt-web-platform-tests-print-reftest:</p> <p>VOW0AMLUR0GiPm5O6nQFg</p> <p>test-macosx1015-64-devedition-q/ropt-web-platform-tests-reftest-1: LKyNij3RoSYEKWTJ3O2-g</p> <p>test-macosx... "Show more</p> <p>Source: taskcluster/test/params/mb-promote-firefox.yml</p> <p>6. "r test behavior by triggering additional browser code to run, so check test behavior after making this change.</p> <p>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</p> <p>Source: testing/docs/xpcshell/index.rst</p> <p>7. " &lt;DOCTYPE html&gt;</p> <p>&lt;html&gt;</p> <p>&lt;head&gt;</p> <p>&lt;meta charset="utf-8" /&gt;</p> <p>&lt;title&gt;XHR2 Timeout Property Tests&lt;/title&gt;</p> <p>&lt;link rel="help" href="https://xhr.spec.whatwg.org/#the-timeout-attribute" data-tested-assertions="following: o[1]i[17] /&gt;</p> <p>&lt;link r... "Show more</p> <p>Source: testing/web-platform/tests/xhr/xmlhttprequest-timeout-synconmain.html</p> <p>8. " &lt;DOCTYPE html&gt;</p> <p>&lt;html&gt;</p> <p>&lt;head&gt;</p> <p>&lt;meta charset="utf-8" /&gt;</p> <p>&lt;title&gt;XHR2 Timeout Property Tests&lt;/title&gt;</p> <p>&lt;link rel="help" href="https://xhr.spec.whatwg.org/#the-timeout-attribute" data-tested-assertions="following: o[1]i[27] /&gt;</p> <p>&lt;link r... "Show more</p> <p>Source: testing/web-platform/tests/xhr/xmlhttprequest-timeout-overrides.html</p> <p>9. " &lt;DOCTYPE html&gt;</p> <p>&lt;html&gt;</p> <p>&lt;head&gt;</p> <p>&lt;meta charset="utf-8" /&gt;</p> <p>&lt;title&gt;XHR2 Timeout Property Tests&lt;/title&gt;</p> <p>&lt;link rel="help" href="https://xhr.spec.whatwg.org/#timeout-error" /&gt;</p> <p>&lt;link rel="help" href="https://xhr.spec.whatwg.org/#the-timeout-a... "Show more</p> <p>Source: testing/web-platform/tests/xhr/xmlhttprequest-timeout-reused.html</p> <p>10. "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</p> <p>Source: devtools/docs/contributor/tests/debugging-intermittents.md</p> <p>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</p> <p>Source: devtools/docs/contributor/tests/debugging-intermittents.md</p> <p>12. "on-q/ropt-web-platform-tests-crashtest: IP94vKITf-klozApwAMug</p> <p>test-linux1804-64-devedition-q/ropt-web-platform-tests-print-reftest:</p> <p>EAJRfJDCS0ySSJB2UJouRQ</p> <p>test-linux1804-64-devedition-q/ropt-web-platform-tests-privatebrowsing: YL_L_InVQpGiPy5qor... "Show more</p> <p>Source: taskcluster/test/params/mb-push-firefox-partials.yml</p> <p>13. "on-q/ropt-web-platform-tests-crashtest: IP94vKITf-klozApwAMug</p> <p>test-linux1804-64-devedition-q/ropt-web-platform-tests-print-reftest:</p> <p>EAJRfJDCS0ySSJB2UJouRQ</p> <p>test-linux1804-64-devedition-q/ropt-web-platform-tests-privatebrowsing: YL_L_InVQpGiPy5qor... "Show more</p> <p>Source: taskcluster/test/params/mb-push-firefox.yml</p> <p>14. "on-q/ropt-web-platform-tests-crashtest: IP94vKITf-klozApwAMug</p> <p>test-linux1804-64-devedition-q/ropt-web-platform-tests-print-reftest:</p> <p>EAJRfJDCS0ySSJB2UJouRQ</p> <p>test-linux1804-64-devedition-q/ropt-web-platform-tests-privatebrowsing: YL_L_InVQpGiPy5qor... "Show more</p> <p>Source: taskcluster/test/params/mb-push-android.yml</p> <p>15. "platform-tests-crashtest: DbyNw13IRFqGB-QgA06gCQ</p> <p>test-macosx1015-64-devedition-q/ropt-web-platform-tests-print-reftest:</p> <p>VOW0AMLUR0GiPm5O6nQFg</p> <p>test-macosx1015-64-devedition-q/ropt-web-platform-tests-reftest-1: LKyNij3RoSYEKWTJ3O2-g</p> <p>test-macosx... "Show more</p> <p>Source: taskcluster/test/params/mb-promote-devedition.yml</p>	<p>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-appdir = browser to the xpcshell.toml manifest resolves any resource access issues.</p>
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<p>&lt;@suppressed_user&gt; Does Firefox have that suspended sleeping tab feature and is it app or formerly platform scope code?</p>	<pre>Source Documents: 1. "tab1, true);    ok();    ltab1.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 assertIfWindowGetSuspended(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/19924#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    data_sensitivity:    - 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. "    ..... "Show more Source: layout/generic/crashtests/1225592.html 7. "    ..... "Show more Source: layout/generic/crashtests/1225592.html 8. "    ..... "Show more Source: layout/generic/crashtests/1225592.html 9. "    ..... "Show more Source: layout/generic/crashtests/1225592.html 10. "    ..... "Show more Source: layout/generic/crashtests/1225592.html 11. "tab1, true);    ok();    ltab1.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. "vokeSuspend\$inlined\$map\$1\$2\$1.-&gt;&lt;int&gt;    (Lmozilla/components/support/webextensions/WebExtensionSupport\$CloseUnsupportedTabs\$1\$    invokeSuspend\$inlined\$map\$1\$2:Lkotlin/coroutines/Continuation;)V    PLmozilla/components/support/webextensions/WebExtensionSupp..."Show more Source: mobile/android/fenix/app/src/nightly/baselineProfiles/baseline-prof.txt 13. "tuation;    HSPLmozilla/components/support/webextensions/WebExtensionSupport\$CloseUnsupportedTabs    \$1-&gt;invoke(Ljava/lang/Object;Ljava/lang/Object;Ljava/lang/Object;    PLmozilla/components/support/webextensions/WebExtensionSupport\$CloseUnsupportedTabs\$1;    ..."Show more Source: mobile/android/fenix/app/src/nightly/baselineProfiles/baseline-prof.txt 14. "/* Any copyright is dedicated to the Public Domain.    http://creativecommons.org/publicdomain/zero/1.0/ */  add_task(async 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 assertIfWindowGetSuspended(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();    ltab1.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(async 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 18. "vokeSuspend\$inlined\$map\$1\$2\$1.-&gt;&lt;int&gt;    (Lmozilla/components/support/webextensions/WebExtensionSupport\$CloseUnsupportedTabs\$1\$    invokeSuspend\$inlined\$map\$1\$2:Lkotlin/coroutines/Continuation;)V    PLmozilla/components/support/webextensions/WebExtensionSupp..."Show more Source: mobile/android/fenix/app/src/nightly/baselineProfiles/baseline-prof.txt 19. " ok()    hwin.FirefoxViewHandler.tab.selected,    "Firefox View tab is not selected anymore (home page opened in the foreground)"    );    });    });  add_task(async function number_tab_select_shortcut() {    await withFirefoxView({}, async browser..."Show more Source: browser/components/firefoxview/test/browser/browser_firefoxview_tab.js 20. "fa.mozilla.org/show_bug.cgi?id=1539750"    )    - Firefox 74: Added AvailableSwapMemory and PurgeablePhysicalMemory    ("bug 1587721 &lt;https://bugzilla.mozilla.org/show_bug.cgi?id=1587721&gt;".    - Firefox 74: Added MainThreadRunnableName ("bug 1606158 &lt;http..."Show more Source: toolkit/components/salametaui/docs/rstata/crash_nsm.net</pre>	<p>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.</p>
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<p>&lt;@suppressed_user&gt; I would like to look at some WPT test results. How do I find a recent m-c landed version - or similar - in Treeherder?</p>	<p>Source Documents:</p> <p>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 fi..."Show more</p> <p>Source: docs/contributing/debugging/debugging_webrtc_calls.rst</p> <p>2. "I [Create a new test result for a test in a session.   [read ](.results-api/read.md)   Read all test results of a session.   [r..."Show more</p> <p>Source: testing/web-platform/tests/tools/wave/docs/test-api/README.md</p> <p>3. "I that, 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.</p> <p>The following table lists some common search criteria and examples of..."Show more</p> <p>Source: testing/web-platform/tests/docs/writing-tests/making-a-testing-plan.md</p> <p>4. "# WPT conformance-checker tests</p> <p>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).</p> <p>To update the generated test..."Show more</p> <p>Source: testing/web-platform/tests/conformance-checkers/README.md</p> <p>5. " so passing test ids rather than paths is sometimes necessary to run exactly one test.</p> <p>The testsuite contains a mix of various test types including Javascript ("testharness") tests, reftests and wdspec tests. To limit the type of tests that get r..."Show more</p> <p>Source: testing/web-platform/docs/index.rst</p> <p>6. " suite, allowing anyone to run the tests by visiting from an Internet-enabled browser of their choice</p> <p>- [wpt.fyi](https://wpt.fyi): an archive of test results collected from an array of web browsers on a regular basis</p> <p>- [Real-time chat room](ht..."Show more</p> <p>Source: testing/web-platform/tests/README.md</p> <p>7. "Understanding Treeherder Results</p> <p>=====</p> <p>"Treeherder &lt;https://treeherder.mozilla.org/userguide&gt;"... serves as the primary dashboard for developers looking to view CI test results from their try pushes. The main purpose of the..."Show more</p> <p>Source: testing/docs/treeherder-try/index.rst</p> <p>8. "Is with DevTools, many resources are loaded and cached, so that all next interactions will be significantly faster</p> <p>" and many other smaller tests, focused on one particular feature or possible slowness for each panel.</p> <p>## How to see the results from..."Show more</p> <p>Source: devtools/docs/contributor/tests/performance-tests-damp.md</p> <p>9. "# WPT conformance-checker tests</p> <p>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).</p> <p>To update the generated test..."Show more</p> <p>Source: testing/web-platform/tests/conformance-checkers/README.md</p> <p>10. " so passing test ids rather than paths is sometimes necessary to run exactly one test.</p> <p>The testsuite contains a mix of various test types including Javascript ("testharness") tests, reftests and wdspec tests. 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"Is with DevTools, many resources are loaded and cached, so that all next interactions will be significantly faster</p> <p>" and many other smaller tests, focused on one particular feature or possible slowness for each panel.</p> <p>## How to see the results from..."Show more</p> <p>Source: devtools/docs/contributor/tests/performance-tests-damp.md</p> <p>14. "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 fi..."Show more</p> <p>Source: docs/contributing/debugging/debugging_webrtc_calls.rst</p> <p>15. "The web-platform-tests Project</p> <p>=====</p> <p>[[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</p> <p>Source: testing/web-platform/tests/README.md</p>	<p>To find recent WPT test results for a mozilla-central (m-c) landed version in Treeherder, go to the Treeherder website, use the search bar to filter for the specific push or revision you're interested in, and look for the "wpt" or "W(wpt)" jobs in the results. You can click on these jobs to view detailed logs and results for the Web Platform Tests.</p>
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<div>Source Documents: 1. "..._unified-builds:  =====</div> <div>Unified Builds =====</div> <div>The Firefox build system uses the technique of "unified builds" (or elsewhere called "unity builds" &lt;<a href="https://en.wikipedia.org/wiki/Unity_build">https://en.wikipedia.org/wiki/Unity_build</a>&gt;") 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 .".</div> <div>1. Build -----</div> <div>Now that your system is bootstrapped, you should be able to build!</div> <div>...code-block:: shell</div> <div>cd c:/mozilla-source/mozilla..."Show more Source: docs/setup/windows_build.rst 3. "c_add_options --disable-unified-build"</div> <div>Other notes: =====</div> <div>* Some IDEs (such as VSCode with "clangd" ) build files in standalone mode, so they may show more failures than a "mach build". * The amount of files per chunk can be adjusted ..."Show more Source: build/docs/unified-builds.rst 4. " the template config file in your editor by running "hg config --local --edit" or "EDITOR=&lt;editor-of-your-choice&gt; hg config --local --edit"</div> <div>...code-block:: shell</div> <div>[paths] default = https://hg.mozilla.org/mozilla-uni..."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.</div> <div>Running outside the development environment -----</div> <div>To ..."Show more Source: docs/setup/macos_build.rst 6. "..._unified-builds:  =====</div> <div>Unified Builds =====</div> <div>The Firefox build system uses the technique of "unified builds" (or elsewhere called "unity builds" &lt;<a href="https://en.wikipedia.org/wiki/Unity_build">https://en.wikipedia.org/wiki/Unity_build</a>&gt;") to improve compilation performance..."Show more Source: build/docs/unified-builds.rst 7. "c_add_options --disable-unified-build"</div> <div>Other notes: =====</div> <div>* Some IDEs (such as VSCode with "clangd" ) build files in standalone mode, so they may show more failures than a "mach build". * The amount of files per chunk can be adjusted ..."Show more Source: build/docs/unified-builds.rst 8. "It status" ), you can have them brought back by discarding changes in your source tree: "git restore .".</div> <div>1. Build -----</div> <div>Now that your system is bootstrapped, you should be able to build!</div> <div>...code-block:: shell</div> <div>cd c:/mozilla-source/mozilla..."Show more Source: docs/setup/windows_build.rst 9. "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.</div> <div>Running outside the development environment -----</div> <div>To ..."Show more Source: docs/setup/macos_build.rst 10. "## Common Build Errors</div> <div>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.</div> <div>## Watchman unavailable</div> <div>This is..."Show more Source: docs/setup/common_build_errors.md 11. "..._unified-builds:  =====</div> <div>Unified Builds =====</div> <div>The Firefox build system uses the technique of "unified builds" (or elsewhere called "unity builds" &lt;<a href="https://en.wikipedia.org/wiki/Unity_build">https://en.wikipedia.org/wiki/Unity_build</a>&gt;") to improve compilation performance..."Show more Source: build/docs/unified-builds.rst 12. "c_add_options --disable-unified-build"</div> <div>Other notes: =====</div> <div>* Some IDEs (such as VSCode with "clangd" ) build files in standalone mode, so they may show more failures than a "mach build". * The amount of files per chunk can be adjusted ..."Show more Source: build/docs/unified-builds.rst 13. "It status" ), you can have them brought back by discarding changes in your source tree: "git restore .".</div> <div>1. Build -----</div> <div>Now that your system is bootstrapped, you should be able to build!</div> <div>...code-block:: shell</div> <div>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=&lt;editor-of-your-choice&gt; hg config --local --edit"</div> <div>...code-block:: shell</div>	<div>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.</div>
<@suppressed_user> How can I reproduce non-unified build failures locally?	

	<p>Source Documents:</p> <p>1. "erating System, will download a lot of data (years of Firefox history!) then guide you through the interactive setup process.</p> <p>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</p> <p>2. "</p> <p>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/macos_build.rst</p> <p>3. "Building Firefox On Linux =====</p> <p>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 f..."Show more Source: docs/setup/linux_build.rst</p> <p>4. "mozboot - Bootstrap your system to build Mozilla projects =====</p> <p>This package contains code used for bootstrapping a system to build mozilla-central.</p> <p>This code is not part of the build system per s..."Show more Source: python/mozboot/README.rst</p> <p>5. "... you can grab the source code in "git" form by running the bootstrap script with the "vcs" parameter:</p> <pre>... code-block: shell python3 bootstrap.py --vcs=git</pre> <p>This uses "Git Cinnabar &lt;https://github.com/glandium/git-cinnabar/&gt; ..."Show more Source: docs/setup/windows_build.rst</p> <p>6. "erating System, will download a lot of data (years of Firefox history!) then guide you through the interactive setup process.</p> <p>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</p> <p>7. "</p> <p>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/macos_build.rst</p> <p>8. "mozboot - Bootstrap your system to build Mozilla projects =====</p> <p>This package contains code used for bootstrapping a system to build mozilla-central.</p> <p>This code is not part of the build system per s..."Show more Source: python/mozboot/README.rst</p> <p>9. "... you can grab the source code in "git" form by running the bootstrap script with the "vcs" parameter:</p> <pre>... code-block: shell python3 bootstrap.py --vcs=git</pre> <p>This uses "Git Cinnabar &lt;https://github.com/glandium/git-cinnabar/&gt; ..."Show more Source: docs/setup/windows_build.rst</p> <p>10. "ions)</p> <p>if not srodir:</p> <p>return 1</p> <p>print("Clone complete.")</p> <p>print(</p> <p>"If you need to run the tooling bootstrapping again,"</p> <p>"then consider running './mach bootstrap' instead."</p> <p>)</p> <p>if ..."Show more Source: python/mozboot/bin/bootstrap.py</p> <p>11. "=====</p> <p>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/macos_build.rst</p> <p>12. "erating System, will download a lot of data (years of Firefox history!) then guide you through the interactive setup process.</p> <p>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</p> <p>13. "mozboot - Bootstrap your system to build Mozilla projects =====</p> <p>This package contains code used for bootstrapping a system to build mozilla-central.</p> <p>This code is not part of the build system per s..."Show more Source: python/mozboot/README.rst</p> <p>14. "Building Firefox On Linux =====</p> <p>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 f..."Show more Source: docs/setup/linux_build.rst</p> <p>15. "... you can grab the source code in "git" form by running the bootstrap script with the "vcs" parameter:</p> <pre>... code-block: shell python3 bootstrap.py --vcs=git</pre> <p>This uses "Git Cinnabar &lt;https://github.com/glandium/git-cinnabar/&gt; ..."Show more Source: docs/setup/windows_build.rst</p>	
<@suppressed_user> Hi everyone, I'm setting up Firefox locally but is it normal that bootstrap.py is taking almost an hour?		Yes, it is normal for bootstrap.py to take a significant amount of time, ranging from 40 minutes to two hours, depending on your internet connection and system performance, as it downloads a lot of data and dependencies required for setting up Firefox.

<p>&lt;@suppressed_user&gt; If I call domWindow.restore() on a minimized window, should I expect a 'activate' event (always, on all desktop platforms?)</p>	<p>Source Documents:</p> <pre> 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 notificati... "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 (nsCocoaWind... "Show more Source: widget/cocoa/nsWindowMap.mm 4. *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 5. * test_url: null,   callback_onSuccess: null,   callBack_onFinalize: null,    onOpenWindow(aXULWindow) {     Services.wm.removeListener(this);      let domWindow = aXULWindow.docShell.domWindow;     let onLoad = () =&gt; {       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 notificati... "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);      info("Maximize window");     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 // nsCocoaWindow::StandardCreate()) of class WindowDelegate, and otherwise // not (Camino didn't use top-level widgets (nsCocoaWind... "Show more Source: widget/cocoa/nsWindowMap.mm 9. * test_url: null,   callback_onSuccess: null,   callBack_onFinalize: null,    onOpenWindow(aXULWindow) {     Services.wm.removeListener(this);      let domWindow = aXULWindow.docShell.domWindow;     let onLoad = () =&gt; {       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(async function () {     registerCleanupFunction(function () {       window.restore();     });     function isActive() {       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 notificati... "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(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 15. *ndows[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 </pre>	<p>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.</p>
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<p>&lt;@suppressed_user&gt; Hi everyone. So recently I have run into this problem when I try to pull from the Mozilla build because I am trying to start on a good first bug. My issue is that I try to use 'hg pull' but I get an error saying 'bash: hg.exe: command not found', but when I try to install mercurial with 'pip install Mercurial' it outputs that 'Requirement already satisfied: Mercurial in c:\mozilla-build\python3\lib\site-packages (6.7)'. So I have it installed but it is not recognizing it. Am I missing something? Also as I am typing this I remembered that, before, when my PC did recognize that I had Mercurial I tried updating Mercurial but it got interrupted in the middle of the process by my anti-virus. Could that maybe be the reason I am having this issue? Thank you in advance and let me know if this question is better to be asked in another channel.</p>	<p>Source Documents: 1. "Mercurial Overview =====</p> <p>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. "the template config file in your editor by running "hg config --local --edit" or "EDITOR=&lt;editor-of-your-choice&gt; hg config --local --edit"</p> <p>... code-block:: shell</p> <p>[paths] default = https://hg.mozilla.org/mozilla-uni... "Show more Source: docs/contributing/vcs/mercurial_bundles.rst 3. "it status" ), you can have them brought back by discarding changes in your source tree: "git restore .".</p> <p>1. Build -----</p> <p>Now that your system is bootstrapped, you should be able to build!</p> <p>... code-block:: shell</p> <p>cd c:/mozilla-source/mozilla... "Show more Source: docs/setup/windows_build.rst 4. "ound for a bit longer than expected. 3. Go to the "introduction channel" &lt;https://chat.mozilla.org/#/room/#introduction.mozilla.org&gt; " 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 =====</p> <p>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 6. "the template config file in your editor by running "hg config --local --edit" or "EDITOR=&lt;editor-of-your-choice&gt; hg config --local --edit"</p> <p>... code-block:: shell</p> <p>[paths] default = https://hg.mozilla.org/mozilla-uni... "Show more Source: docs/contributing/vcs/mercurial_bundles.rst 7. "Mercurial Overview =====</p> <p>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 8. "it status" ), you can have them brought back by discarding changes in your source tree: "git restore .".</p> <p>1. Build -----</p> <p>Now that your system is bootstrapped, you should be able to build!</p> <p>... code-block:: shell</p> <p>cd c:/mozilla-source/mozilla... "Show more Source: docs/setup/windows_build.rst 9. "Mercurial Bundles =====</p> <p>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 10. "write("hello")"</p> <p>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_base_vcs_mercurial.py 11. "the template config file in your editor by running "hg config --local --edit" or "EDITOR=&lt;editor-of-your-choice&gt; hg config --local --edit"</p> <p>... code-block:: shell</p> <p>[paths] default = https://hg.mozilla.org/mozilla-uni... "Show more Source: docs/contributing/vcs/mercurial_bundles.rst 12. "Mercurial Overview =====</p> <p>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.</p> <p>... code-block:: shell</p> <p>python3 -m pip install --use... "Show more Source: docs/setup/linux_build.rst 14. "it status" ), you can have them brought back by discarding changes in your source tree: "git restore .".</p> <p>1. Build -----</p> <p>Now that your system is bootstrapped, you should be able to build!</p> <p>... code-block:: shell</p> <p>cd c:/mozilla-source/mozilla... "Show more Source: docs/setup/windows_build.rst 15. "Mercurial Bundles =====</p> <p>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</p>	<p>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.</p>
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<p>&lt;@suppressed_user&gt; I modified the dav1d source and changed how it calculates the amount of logical processors Is there a way to check that I didn't break core count detection?</p>	<pre> 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. Redistribution: "Show more Source: third_party/dav1d/src/longarch/cpu.h 2. "call_processors(dav1dContext *c);  static ALWAYS_INLINE unsigned dav1d_get_cpu_flags(void) { unsigned flags = dav1d_cpu_flags &amp; dav1d_cpu_flags_mask;  #if TRIM_DSP_FUNCTIONS /* Since this function is inlined, unconditionally setting a flag here w..."Show more Source: third_party/dav1d/src/cpu.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/ppc/cpu.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/riscv/cpu.c 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 follo..."Show more Source: third_party/dav1d/src/cpu.h 6. */ * Copyright © 2018-2021, 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 ..."Show more Source: third_party/dav1d/src/data.h 7. " DAV1D_ERR(EINVAL); validate_input_or_ret(s-&gt;operating_point &gt;= 0 &amp;&amp; s-&gt;operating_point &lt;= 31, DAV1D_ERR(EINVAL)); validate_input_or_ret(s-&gt;decode_frame_type &gt;= DAV1D_DECODEFRAMETYPE_ALL &amp;&amp; ..."Show more Source: third_party/dav1d/src/lib.c 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 condi..."Show more Source: third_party/dav1d/src/decode.h 9. "n != 1    c-&gt;extradata_size &lt; 4) { int explode = !!(c-&gt;err_recognition &amp; AV_EF_EXPLODE); av_log(c, explode ? AV_LOG_ERROR : AV_LOG_WARNING, "Error decoding extradata\n"); return explode ? AVERORR..."Show more Source: media/ffmpeg/libavcodec/libdav1d.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 condi..."Show more Source: third_party/dav1d/src/data.c 11. "ause 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 condi..."Show more Source: third_party/dav1d/src/x86/pal.h 13. " 4096  // search for "--cpumask xxx" in argv and remove both parameters int LLVMFuzzerInitialize(int *argc, char ***argv) { int i = 1; for (; i &lt; *argc; i++) { if (!strcmp((*argv)[i], "--cpumask")) { const char *cpumask = ..."Show more Source: third_party/dav1d/tests/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/tests/libfuzzer/dav1d_fuzzer.c 15. "gs &amp; DAV1D_X86_CPU_FLAG_SSE3)) return;  c-&gt;save_tmvs = dav1d_save_tmvs_sse3;  if (!(flags &amp; DAV1D_X86_CPU_FLAG_SSE41)) return; #if ARCH_X86_64 c-&gt;load_tmvs = dav1d_load_tmvs_sse4;  if (!(flags &amp; DAV1D_X86_CPU_FLAG_AVX2)) return; ..."Show more Source: third_party/dav1d/src/x86/refmvs.h </pre>	<p>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.</p>
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<p>&lt;@suppressed_user&gt; I have been using the mozilla-build shell and I have been pulling in the mozilla-unified folder. is that the incorrect folder? I thought that was the cloned repo. Also the error or 'command not found' messages show up when I try to execute 'hg --version' command too so I think their might be an issue in my installation of Mercurial. Also, I should mention that I cannot find the hg.exe file when I type it in my File Explorer search bar. all that comes up in tmp8ojn4k_o.hg.exe.manifest</p>	<p>Source Documents: 1. "Mercurial Bundles" -----</p> <p>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</p> <p>2. "the template config file in your editor by running "hg config --local --edit" or "EDITOR=&lt;editor-of-your-choice&gt; hg config --local --edit"</p> <p>... code-block: shell</p> <p>[paths] default = https://hg.mozilla.org/mozilla-uni..."Show more Source: docs/contributing/vcs/mercurial_bundles.rst</p> <p>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.</p> <p>URL: https://hg.mozilla.org/110n-central/</p> <p>Unified Repositories ... Show more Source: docs/contributing/vcs/mercurial.rst</p> <p>4. "it status"), you can have them brought back by discarding changes in your source tree: "git restore .".</p> <p>1. Build -----</p> <p>Now that your system is bootstrapped, you should be able to build!</p> <p>... code-block: shell</p> <p>cd c:/mozilla-source/mozilla..."Show more Source: docs/setup/windows_build.rst</p> <p>5. "..._unified-builds: ----- Unified Builds -----</p> <p>The Firefox build system uses the technique of "unified builds" (or elsewhere called "unity builds" &lt;https://en.wikipedia.org/wiki/Unity_build&gt;...) to improve compilation performance..."Show more Source: build/docs/unified-builds.rst</p> <p>6. "it status"), you can have them brought back by discarding changes in your source tree: "git restore .".</p> <p>1. Build -----</p> <p>Now that your system is bootstrapped, you should be able to build!</p> <p>... code-block: shell</p> <p>cd c:/mozilla-source/mozilla..."Show more Source: docs/setup/windows_build.rst</p> <p>7. "you are building Firefox for Android, you should also see the 'ref: GeckoView Contributor Guide' &lt;geckoview-contributor-guide&gt;".</p> <p>3. Build -----</p> <p>Now that your system is bootstrapped, you should be able to build!</p> <p>... code-block: shell</p> <p>cd mozi..."Show more Source: docs/setup/linux_build.rst</p> <p>8. "..._unified-builds: ----- Unified Builds -----</p> <p>The Firefox build system uses the technique of "unified builds" (or elsewhere called "unity builds" &lt;https://en.wikipedia.org/wiki/Unity_build&gt;...) to improve compilation performance..."Show more Source: build/docs/unified-builds.rst</p> <p>9. "bund for a bit longer than expected.</p> <p>3. Go to the "introduction channel" &lt;https://chat.mozilla.org/#/room/#introduction.mozilla.org&gt;... 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</p> <p>10. "# Common Build Errors</p> <p>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.</p> <p>## Watchman unavailable</p> <p>This is..."Show more Source: docs/setup/common_build_errors.md</p> <p>11. "Mercurial Bundles" -----</p> <p>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</p> <p>12. "..._unified-builds: ----- Unified Builds -----</p> <p>The Firefox build system uses the technique of "unified builds" (or elsewhere called "unity builds" &lt;https://en.wikipedia.org/wiki/Unity_build&gt;...) to improve compilation performance..."Show more Source: build/docs/unified-builds.rst</p> <p>13. "it status"), you can have them brought back by discarding changes in your source tree: "git restore .".</p> <p>1. Build -----</p> <p>Now that your system is bootstrapped, you should be able to build!</p> <p>... code-block: shell</p> <p>cd c:/mozilla-source/mozilla..."Show more Source: docs/setup/windows_build.rst</p> <p>14. "the template config file in your editor by running "hg config --local --edit" or "EDITOR=&lt;editor-of-your-choice&gt; hg config --local --edit"</p> <p>... code-block: shell</p> <p>[paths] default = https://hg.mozilla.org/mozilla-uni..."Show more</p>	<p>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, ensure that Mercurial is installed correctly by reinstalling it. 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.</p>
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<p>&lt;@suppressed_user&gt; As someone who's new to mercurial (coming from Git), how would I get a version of the Firefox repository, to build FF from source code, as it was (in the main/central branch) on a certain date?</p>	<p>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  [ui] username = Your Real Name &lt;user@example.com&gt; 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 download, unlike ... "Show more 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. " are incredibly useful for basic development:  "mozext &lt;https://hg.mozilla.org/hgcustom/version-control-tools/file/default/hgext/mozext&gt;" --- 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:  .. code-block:: shell  [ui] username = Your Real Name &lt;user@example.com&gt; merge... "Show more Source: docs/contributing/vcs/mercurial.rst 9. "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 10. "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 11. "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 12. "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 &lt;user@example.com&gt; merge... "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... "Show more Source: docs/setup/linux_build.rst 14. "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</p>	<p>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.</p>
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<p>&lt;@suppressed_user&gt; can i convert NSString to NSString ?</p>	<pre> 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 distribut... "Show more Source: xpcdm/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 distribut... "Show more Source: xpcdm/base/MacStringHelpers.mm 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 distribut... "Show more Source: xpcdm/base/MacStringHelpers.h 4. "toASCII(char) = delete; };  class NS_ConvertASCIItoUTF16 : public nsAutoString { public: explicit NS_ConvertASCIItoUTF16(const char* aCString) { AppendASCIItoUTF16(mozilla::MakeStringSpan(aCString), "this"); }  NS_ConvertASCIItoUTF16(const... "Show more Source: xpcdm/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/obj/helpers/NSString+StdString.mm 6. "ome 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: xpcdm/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: xpcdm/base/MacStringHelpers.mm 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 &lt;Foundation/Foundation.h&gt;... "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: xpcdm/string/NSString.h 10. "toASCII(char) = delete; };  class NS_ConvertASCIItoUTF16 : public nsAutoString { public: explicit NS_ConvertASCIItoUTF16(const char* aCString) { AppendASCIItoUTF16(mozilla::MakeStringSpan(aCString), "this"); }  NS_ConvertASCIItoUTF16(const... "Show more Source: xpcdm/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: xpcdm/base/MacStringHelpers.mm 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  * License, v. 2.0. If a copy of the MPL was not distribut... "Show more Source: xpcdm/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: xpcdm/base/MacHelpers.mm 14. "toCString"; These pre-allocate a 64-byte buffer on the stack, and avoid fragmenting the heap. Don't do this:  ... code-block: cpp  nsresult foo() {     NSString bar;     ... }  instead:  ... code-block: cpp  nsresult foo() {     ... "Show more Source: docs/code-quality/coding-style/coding_style_cpp.rst 15. * kCFStringEncodingWindowsBalticRim: CFStringEncoding = 0x0507; pub const kCFStringEncodingWindowsVietnamese: CFStringEncoding = 0x0508; pub const kCFStringEncodingWindowsKoreanJohab: CFStringEncoding = 0x0510; pub const kCFStringEncodingANSEL: CFStri... "Show more Source: third_party/rust/core-foundation-sys/src/string.rs </pre>	<p>Yes, you can convert an NSString (UTF-16) to an NSString (UTF-8) using the NS_ConvertUTF16toUTF8 helper class. For example, you can do NSString utf8String = NS_ConvertUTF16toUTF8(utf16String); where utf16String is your NSString instance.</p>
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<p>&lt;@suppressed_user&gt; Do we have instructions somewhere on how to get patches/versions from phabtry using git?</p>	<p>Source Documents: 1. "# Submitting patches</p> <p>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 2. "# Submitting patches</p> <p>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. "s.io/en/latest/phabricator-user.html" &gt; ____</p> <p>To update the working directory -----</p> <p>If you're finished with a patch and would like to return to the tip to make a new patch:</p> <p>... code-block:: shell</p> <p>\$ hg pull central \$ hg... "Show more Source: docs/contributing/contribution_quickref.rst 4. "Working with stack of patches Quick Reference =====</p> <p>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. "mercurial or SVN repository not requiring level 3 access.</p> <p>Level 3: Core access. You will need this level to commit directly to any of the core repositories (Firefox/Thunderbird/Fennec).</p> <p>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</p> <p>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 7. "dom/serviceworkers</p> <p>To run tests based on 'ref: GTest' (C/C++ based unit tests), run:</p> <p>... code-block:: shell</p> <p>\$ ./mach gtest 'QuotaManager.'</p> <p>To test a change remotely -----</p> <p>Running all the tests for Firefox takes a very lon..."Show more Source: docs/contributing/contribution_quickref.rst 8. "# Submitting patches</p> <p>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. "</p> <p>.. figure:: ./assets/LoginBugzilla.png :alt: Log in with Bugzilla</p> <p>alt text</p> <p>- You will be redirected back to Phabricator, where you will have to create a new Phabricator account.</p> <p>.. raw:: html</p> <p>&lt;Screenshot Needed&gt;</p> <p>..."Show more Source: mobile/android/docs/geckoview/contributor/contributing-to-mc.rst 10. "Working with stack of patches Quick Reference =====</p> <p>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 11. "# Submitting patches</p> <p>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 12. "# Submitting patches</p> <p>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 13. "Working with stack of patches Quick Reference =====</p> <p>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 14. "s.io/en/latest/phabricator-user.html" &gt; ____</p> <p>To update the working directory -----</p> <p>If you're finished with a patch and would like to return to the tip to make a new patch:</p> <p>... code-block:: shell</p> <p>\$ hg pull central \$ hg... "Show more Source: docs/contributing/contribution_quickref.rst 15. "mercurial or SVN repository not requiring level 3 access.</p> <p>Level 3: Core access. You will need this level to commit directly to any of the core repositories (Firefox/Thunderbird/Fennec).</p> <p>If you wish to apply for commit access, please follow the guide..."Show more Source: mobile/android/docs/geckoview/contributor/contributing-to-mc.rst</p>	<p>Yes, you can find instructions on how to get patches and versions from Phabricator and Try using Git in the Mozilla documentation. Specifically, you can use the moz-phab tool to manage patches. To apply a patch from Phabricator, use the command moz-phab patch D=revision_id- or moz-phab patch-&lt;URL&gt;. For submitting patches to Try, you can use ./mach try fuzzy to select jobs and push to Try. Detailed steps are available in the Phabricator user guide (<a href="https://moz-conduit.readthedocs.io/en/latest/phabricator-user.html">https://moz-conduit.readthedocs.io/en/latest/phabricator-user.html</a>).</p>
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<@suppressed\_user> hi all, I'm working on making some changes to the new tab hover preview feature and I have come up against a strange issue. I am trying to set up a MutationObserver to listen to changes on other elements in the frontend (to decide if the tab preview should be disabled or not), but when I try to set it up (even with a no-op callback function), I get an 'Unexpected NS\_ERROR\_FAILURE' in the console. There is a javascript traceback pointing to my call, but there doesn't seem to be any way to get a more descriptive error message. Has anyone here run into something like this before?

```
Source Documents:
1. "<doctype html>
<meta charset=utf-8>
<title>MutationObserver reports the exception from its callback in the callback's global
object</title>
<script src=/resources/testharness.js></script>
<script src=/resources/testharnessreport.js></script>
<iframe...>Show more
Source: testing/web-platform/tests/dom/nodes/MutationObserver-cross-realm-callback-report-
exception.html
2. "<DOCTYPE HTML>
<html>
<!--
https://bugzilla.mozilla.org/show_bug.cgi?id=789315
-->
<head>
<meta charset=utf-8>
<title>Test for Bug 789315</title>
<script src=/tests/SimpleTest/SimpleTest.js></script>
<link rel=stylesheet type=text/css...>Show more
Source: dom/base/test/test_bug789315.html
3. "<DOCTYPE HTML>
<meta charset=utf-8>
<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/testhar...>Show more
Source: testing/web-platform/tests/dom/nodes/MutationObserver-callback-arguments.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>
<title>Test for Bug 789315</title>
<script src=/tests/SimpleTest/SimpleTest.js></script>
<link rel=stylesheet type=Text/css...>Show more
Source: dom/base/test/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
8. "<body>
<script>
let callback = function(mutationList, observer) {
for (let mutation of mutationList) {
let [added] = mutation.addedNodes;
if (added instanceof HTMLIFrameElement && added.id == "firefox-screenshots-preview-iframe") {
// Show more
Source: browser/extensions/screenshots/test/browser/injection-page.html
9. "<doctype html>
<meta charset=utf-8>
<title>MutationObserver reports the exception from its callback in the callback's global
object</title>
<script src=/resources/testharness.js></script>
<script src=/resources/testharnessreport.js></script>
<iframe...>Show more
Source: testing/web-platform/tests/dom/nodes/MutationObserver-cross-realm-callback-report-
exception.html
10. "<DOCTYPE HTML>
<meta charset=utf-8>
<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/testhar...>Show more
Source: testing/web-platform/tests/dom/nodes/MutationObserver-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 spi...>Show more
Source: browser/components/tabbrowser/test/browser/tabs/browser_tab_preview.js
12. "message(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. "ror);
listener.destroy();
});

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

await createScriptNode(() => {throw "error3"})(1);
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, {
AboutNewTab: "resource://mochitest/AboutNewTab.cue.mic"
```

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.

<p>&lt;@suppressed_user&gt; Do we have anything like clock.tick (<a href="https://searchfox.org/mozilla-central/source/browser/components/newtab/test/unit/lib/DiscoveryStreamFeed.test.js#2850">https://searchfox.org/mozilla-central/source/browser/components/newtab/test/unit/lib/DiscoveryStreamFeed.test.js#2850</a>) for xpcshell tests? ie something we can change the time with to test timing / expiration situations</p>	<p>Source Documents:</p> <pre>1. 1. *-.*- indent-tabs-mode: nil; js-indent-level: 2; *-.*- / /* vim: set ts=2 sw=2 sts=2 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 <a href="http://mozilla.org/MPL/2.0/">http://mozilla.org/MPL/2.0/</a> 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 AAAAAAAAAA..."Show more Source: testing/docs/xpcshell/index.rst 5. "r 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 6. *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 7. "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 8. "p:  ... code:: js  let thread = gThreadManager.currentThread; while (thread.hasPendingEvents()) thread.processNextEvent(true);  Debugging xpcshell-tests =====  Running unit tests under the javascript debugger AAAAAAAAAA..."Show more Source: testing/docs/xpcshell/index.rst 9. "r 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 10. "# Automated tests: "xpcshell" tests  To run all of the xpcshell tests:  ""bash ./mach xpcshell-test --tag devtools  To run a specific xpcshell test:  ""bash ./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 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 12. "# Automated tests: "xpcshell" tests  To run all of the xpcshell tests:  ""bash ./mach xpcshell-test --tag devtools  To run a specific xpcshell test:  ""bash ./mach xpcshell-test devtools/path/to/the/test_you_want_to_run.js ...  * Source: devtools/docs/contributor/tests/xpcshell.md 13. "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 14. "here")</pre>	<p>Yes, for xpcshell tests, you can use fakeTimers from the sinon library to manipulate time and test timing/expiration scenarios. You can install sinon via npm and then use sinon.useFakeTimers() to control the clock in your tests. This allows you to advance time programmatically and test how your code behaves with different time intervals.</p>
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<p>&lt;@suppressed_user&gt; Does anyone know how I can find out who is currently working on Native Tab Grouping? <a href="https://connect.mozilla.org/15/ideas/native-tab-grouping-more-customizable-tab-bar/idi-p/303">https://connect.mozilla.org/15/ideas/native-tab-grouping-more-customizable-tab-bar/idi-p/303</a></p> <p>This status was updated to 'In Progress'. I've also been working on this and would love to sync up.</p>	<p>Source Documents:</p> <p>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</p> <p>Source: <a href="#">mobile/android/android-components/docs/rfcs/0008-tab-groups.md</a></p> <p>2. "Contributing to Mozilla projects"</p> <p>=====</p> <p>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</p> <p>Source: <a href="#">docs/contributing/contributing_to_mozilla.rst</a></p> <p>3. "..."</p> <p>layout: page</p> <p>title: Contributing</p> <p>permalink: /contributing/</p> <p>---</p> <p>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.</p> <p>Thank you for t..."Show more</p> <p>Source: <a href="#">mobile/android/android-components/docs/contributing.md</a></p> <p>4. "How To Contribute Code To Firefox"</p> <p>=====</p> <p>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 '<a href="https://chat.mozilla.org">&lt;https://ch...</a>'"</p> <p>Show more</p> <p>Source: <a href="#">docs/setup/contributing_code.rst</a></p> <p>5. "...". Mode: rst, fill-column: 80; "-"</p> <p>=====</p> <p>Mozilla Central Contributor Guide</p> <p>=====</p> <p>Table of contents</p> <p>=====</p> <p>.. contents:: :local:</p> <p>Submitting a patch to Firefox using Git</p> <p>=====..."Show more</p> <p>Source: <a href="#">mobile/android/docs/geckoview/contributor/contributing-to-mc.rst</a></p> <p>6. "..."</p> <p>layout: page</p> <p>title: Adding tab partitions and groups to BrowserState</p> <p>permalink: /rfc/0008-tab-groups</p> <p>---</p> <p>* Start date: 2021-10-25</p> <p>* RFC PR: [#11172](<a href="https://github.com/mozilla-mobile/android-components/pull/11172">https://github.com/mozilla-mobile/android-components/pull/11172</a>)</p> <p>## Summary</p> <p>Fenix has recently..."Show more</p> <p>Source: <a href="#">mobile/android/android-components/docs/rfcs/0008-tab-groups.md</a></p> <p>7. "re Work"</p> <p>"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</p> <p>Source: <a href="#">mobile/android/android-components/docs/rfcs/0008-tab-groups.md</a></p> <p>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</p> <p>Source: <a href="#">mobile/android/android-components/docs/rfcs/0008-tab-groups.md</a></p> <p>9. "[</p> <p>{</p> <p>  "namespace": "tabExtras",</p> <p>  "description": "experimental tab API extensions",</p> <p>  "functions": [</p> <p>    {</p> <p>      "name": "getWebcompatInfo",</p> <p>      "type": "function",</p> <p>      "description": "Gets the content blocking status and script L..."Show more</p> <p>Source: <a href="#">browser/extensions/report-site-issue/experimental/APIs/tabExtras.json</a></p> <p>10. "[</p> <p>{</p> <p>  "namespace": "tabExtras",</p> <p>  "description": "experimental tab API extensions",</p> <p>  "functions": [</p> <p>    {</p> <p>      "name": "getWebcompatInfo",</p> <p>      "type": "function",</p> <p>      "description": "Gets the content blocking status and script L..."Show more</p> <p>Source: <a href="#">browser/extensions/report-site-issue/experimental/APIs/tabExtras.json</a></p> <p>11. "L10n:16rams)</p> <p>* Localization happens on [Pontoon](<a href="https://pontoon.mozilla.org/projects/">https://pontoon.mozilla.org/projects/</a>) (example: [focus-android][fa pontoon]).</p> <p>## User experience design</p> <p>Get in touch with one of our designers (@brampitoyo or @aminalhazwani) or other core team me..."Show more</p> <p>Source: <a href="#">mobile/android/docs/shared/android/CONTRIBUTING.md</a></p> <p>12. "tps://matrix.to/#/!muErVonajdNMbgdeY.mozilla.org?via=mozilla.org&amp;via=matrix.org) or [Slack](<a href="https://mozilla.slack.com/archives/C4E0W8B8E">https://mozilla.slack.com/archives/C4E0W8B8E</a>)"</p> <p>* Email: <a href="mailto:accessibility@mozilla.com">accessibility@mozilla.com</a></p> <p>* Please avoid reaching out to individual team members directly -- contain..."Show more</p> <p>Source: <a href="#">docs/bug-mgmt/processes/accessibility-review.md</a></p> <p>13. "Contributing to Mozilla projects"</p> <p>=====</p> <p>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</p> <p>Source: <a href="#">docs/contributing/contributing_to_mozilla.rst</a></p> <p>14. "&lt;mots/index.html#core-anti-tracking&gt;"</p> <p>- Member list &lt;<a href="https://phabricator.services.mozilla.com/project/members/157/">https://phabricator.services.mozilla.com/project/members/157/</a>&gt;- "</p> <p>- #build or #firefox-build-system-reviewers</p> <p>- The configure &amp; build system</p> <p>- Member list &lt;<a href="https://phabricator.services.mozilla.com/project/members/141/">https://phabricator.services.mozilla.com/project/members/141/</a>&gt;- "</p> <p>- #urlbar-reviewers</p> <p>- Urlbar (Address Bar) &lt;/mots/index.html#address...&gt;"Show more</p> <p>Source: <a href="#">docs/contributing/reviews.rst</a></p> <p>15. "wers</p> <p>- Firefox Theme and Toolkit: Themes &lt;/mots/index.html#desktop-theme&gt;- "</p> <p>- Member list &lt;<a href="https://phabricator.services.mozilla.com/project/members/141/">https://phabricator.services.mozilla.com/project/members/141/</a>&gt;- "</p> <p>- #urlbar-reviewers</p> <p>- Urlbar (Address Bar) &lt;/mots/index.html#address...&gt;"Show more</p> <p>Source: <a href="#">docs/contributing/reviews.rst</a></p>	<p>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.</p>
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<p>&lt;@suppressed_user&gt; If I'm using `./mach run`, how can I change log level? Want to get debug logs.</p>	<p>Source Documents: 1. "# Debugging</p> <p>For other debugging resources, see also: Remote project [wiki]</p> <p>## Increasing the logging verbosity</p> <p>To increase the internal logging verbosity you can use the 'remote.log.level' [preference].</p> <p>If you use mach to start Firefox:</p> <pre>'''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' &lt;https://docs.rs/env_logger&gt; docs for more details on logging options.  Additionally, a mapping from 'RUST_LOG' is available...'''Show more Source: xpcorn/docs/logging.rst 4. " 'mach try' For example:  .. note::  '''./mach try fuzzy --env "MOZ_LOG=nsHttp:5.SSLTokensCache:5"'''  How to enable QUIC logging ----- The steps to enable QUIC logging ('QLOG' &lt;https://datatracker.ietf.org/doc/draft-ietf...'''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 triaging your issue will be to ask you to include one. Do yourself and us a favour and provide a trace-level 1...'''Show more Source: testing/geckodriver/doc/TraceLogs.md 6. " 'mach try' For example:  .. note::  '''./mach try fuzzy --env "MOZ_LOG=nsHttp:5.SSLTokensCache:5"'''  How to enable QUIC logging ----- 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</pre>	
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<p>&lt;@suppressed_user&gt; So it occurs to me I perhaps should have come here in the first place but for the past few days I have been attempting to build a new mozilla application largely based on experience with doing the same on a full xul codebase. It has been going surprisingly well save for a few build system bits that are looking for specific applications and don't have a fallback.</p> <p>Specifically, I wanted to ask if anyone else has come attempting the same in recent years and do you guys think it would be desirable to get ahold of a build system peer or simply file a bug to sort out these couple of things so that the rich technology crammed in the codebase can explode out again into many nifty web and mozilla-enabled projects?</p>	<p>Source Documents: 1. *# XUL and HTML</p> <p>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...<a href="#">Show more</a> Source: browser/components/storybook/docs/README.xul-and-html.stories.md</p> <p>2. *quire XUL: - Browser Window - <a href="https://searchfox.org/mozilla-central/source/xpfe/appshell/nsIXULBrowserWindow.idl">https://searchfox.org/mozilla-central/source/xpfe/appshell/nsIXULBrowserWindow.idl</a> - Popups - <a href="https://searchfox.org/mozilla-central/source/dom/webidl/XULPopupElement.webidl">https://searchfox.org/mozilla-central/source/dom/webidl/XULPopupElement.webidl</a> - <a href="https://searchfox.org/mozilla-central/s/">https://searchfox.org/mozilla-central/s/</a>...<a href="#">Show more</a> Source: browser/components/storybook/docs/README.xul-and-html.stories.md</p> <p>3. "archfox.org/mozilla-central/search?q=&amp;path=idl&amp;case=false&amp;regexp=false"&gt;... using .ref: XPIDL &lt;XPIDL&gt; . These components can be implemented in C++, JavaScript or Rust. They can also be invoked and manipulated in any of those languages regardless..."<a href="#">Show more</a> Source: docs/overview/gecko.rst</p> <p>4. "..._unified-builds: ----- Unified Builds -----</p> <p>The Firefox build system uses the technique of "unified builds" (or elsewhere called "unity builds" &lt;<a href="https://en.wikipedia.org/wiki/Unity_build">https://en.wikipedia.org/wiki/Unity_build</a>&gt; ...) to improve compilation performance..."<a href="#">Show more</a> Source: build/docs/unified-builds.rst</p> <p>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.</p> <p>Running outside the development environment -----</p> <p>To ...<a href="#">Show more</a> Source: docs/setup/macos_build.rst</p> <p>6. *# Contributing</p> <p>Thank you for taking the time to contribute! There are several areas where you can help: code, UX, bugs, talking about the DevTools, etc...</p> <p>---</p> <p>## Code of conduct</p> <p>We strive for collaboration with [mutual respect](<a href="https://sear...">https://sear...</a>)..."<a href="#">Show more</a> Source: devtools/docs/contributor/contributing.md</p> <p>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 dele..."<a href="#">Show more</a> Source: build/docs/supported-configurations.rst</p> <p>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..."<a href="#">Show more</a> Source: docs/setup/contributing_code.rst</p> <p>9. "Filing good bugs -----</p> <p>Getting started working on a bug can be hard, specially if you lack context.</p> <p>This guide is meant to provide a list of steps to provide the necessary information to open an actionable bug.</p> <p>- "Use a descriptive ti..."<a href="#">Show more</a> Source: docs/contributing/filing-good-bugs.rst</p> <p>10. "the first time there are two common things you will be confronted with:</p> <p>"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 ..."<a href="#">Show more</a> Source: tools/fuzzing/docs/index.rst</p> <p>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 dele..."<a href="#">Show more</a> Source: build/docs/supported-configurations.rst</p> <p>12. "Reviewer Checklist -----</p> <p>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 practic..."<a href="#">Show more</a> Source: docs/contributing/reviewer_checklist.rst</p> <p>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..."<a href="#">Show more</a> Source: docs/setup/contributing_code.rst</p> <p>14. 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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 ccing relevant people will facilitate quicker resolution and integration of your contributions.</p>
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<p>&lt;@suppressed_user&gt; anyone know if it's possible to make mozregression use beta builds or mozilla-beta artifacts? we have a bug that only reproduces on beta for some reason. mysteriously, it reproduces on 119 beta, 120, 121, 122, but not on nightly or release builds of any of those versions</p>	<p>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' _</p> <p>Installing language packs on local builds -----</p> <p>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/luent/tutorial.rst 3. ""must"" be set to REOPENED and the release status flags updated accordingly.</p> <p>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.</p> <p>The ..."Show more Source: docs/bug-mgmt/policies/regressions-github.rst 4. "How to Mark Regressions -----</p> <p>Regressions -----</p> <p>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.</p> <p>At the end you will be presented with a regression r.."Show more Source: network/docs/submitting_networking_bugs.md 6. "How to Mark Regressions -----</p> <p>Regressions -----</p> <p>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 7. ""must"" be set to REOPENED and the release status flags updated accordingly.</p> <p>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.</p> <p>The ..."Show more Source: docs/bug-mgmt/policies/regressions-github.rst 8. "Nightly builds are 'listed on the mozilla.org website' _</p> <p>Installing language packs on local builds -----</p> <p>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/luent/tutorial.rst 9. 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"Nightly builds are 'listed on the mozilla.org website' _</p> <p>Installing language packs on local builds -----</p> <p>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/luent/tutorial.rst</p>	<p>Yes, you can use MozRegression with beta builds by specifying the --repo mozilla-beta option. This will allow you to track down the regression using beta builds instead of nightly or release builds. For example, you can run mozregression --repo mozilla-beta --good 119 --bad 122 to find the regression range within the beta builds.</p>
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<@suppressed\_user> I have one more question about random generation.  
<https://searchfox.org/mozilla-central/source/mfbt/RandomNum.cpp#l69-129>  
Why does the windows part double-not the RtlGenRandom() function on line 94?

```
Source Documents:
1. "pecifier. So we
   * declare it manually here.
*/
#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/nss/lib/FreeB/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) */

#ifdef _WIN32

typedef B_ "Show more
Source: parser/compat/lib/xmmparse.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 <stdint.h>
#include <... "Show more
Source: security/sandbox/chromium/base/rand_util_win.cc
5. "and cc
@@ -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 on MSDN here:
// http://msdn.microsoft.c... "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(
    PVOID RandomBuffer,
    ULONG RandomBufferLength);

size_t
RNG_SystemRNG(void *dest, size_t maxLen)
{
    size_t _; "Show more
Source: security/nss/lib/FreeB/win_rand.c
7. *.
if (bytesWrittenTotal >= count)
    success = 1;
} while (! success && (errno == EINTR || errno == EAGAIN));
return success;
}

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

#ifdef _WIN32

typedef B_ "Show more
Source: parser/compat/lib/xmmparse.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
@@ -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 on MSDN here:
// http://msdn.microsoft.c... "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 <stdint.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
12. "pecifier. So we
   * declare it manually here.
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#define RtlGenRandom SystemFunction036
DECLSPEC_IMPORT BOOLEAN WINAPI RtlGenRandom(
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    ULONG RandomBufferLength);

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

#endif
```

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.

	<p>Source Documents:</p> <pre>1. "nding/nightly - ac_add_options --enable-official-branding - - browser/config/mozconfigs/linux64/10n-mozconfig - ac_add_options --with-branding=browser/branding/nightly - ac_add_op..."Show more Source: taskcluster/config.yml 2. "debug ac_add_options --enable-optimize</pre> <p>allow for building both versions by specifying the configuration via the "MOZCONFIG" environment variable:</p> <pre>...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").</pre> <p>Build process</p> <p>... note:</p> <p>If you intend to distribute your build to others, you'll want to add "ac_add_options --with-redist" in your "mozconfig".</p> <p>Both the full and stub installers a..."Show more Source: browser/installer/windows/docs/installerBuild.rst 4. "fling/How_ToBeta_simulations" ____</p> <pre>- "early-beta" - "late-beta" - "release"</pre> <p>Extensions AAAAAAAAAA</p> <pre>"ac_add_options --enable-extensions=default[all]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 =====</pre> <p>-----+   This page is an import from MDN and the contents might be outdated   +-----+..."Show more Source: docs/setup/configuring_build_options.rst 6. "nding/nightly - ac_add_options --enable-official-branding - - browser/config/mozconfigs/linux64/10n-mozconfig - ac_add_options --with-branding=browser/branding/nightly - ac_add_op..."Show more Source: taskcluster/config.yml 7. "debug ac_add_options --enable-optimize<p>allow for building both versions by specifying the configuration via the "MOZCONFIG" environment variable:</p><pre>...code:: bash  \$ env MOZCONFIG=/path/to/mozconfig-dbg ./mach build \$ env MOZCONFIG=/path/..."Show more Source: docs/setup/configuring_build_options.rst 8. "fling/How_ToBeta_simulations" ____</pre><pre>- "early-beta" - "late-beta" - "release"</pre><p>Extensions AAAAAAAAAA</p><pre>"ac_add_options --enable-extensions=default[all]ext1,ext2,-skipext3" There are many optional pieces of code that live in {} So..."Show more Source: docs/setup/configuring_build_options.rst 9. "Configuring Build Options =====</pre><p>-----+   This page is an import from MDN and the contents might be outdated   +-----+..."Show more Source: docs/setup/configuring_build_options.rst 10. "Firefox Branding =====<p>Firefox has multiple different sets of "branding" that are used to hold channel-specific things such as:</p><ul style="list-style-type: none"><li>* Logos and other iconography</li><li>* Product names (eg: "Mozilla Firefox", "Firefox Developer Edition")</li><li>* Channel-s..."Show more</li></ul><p>Source: browser/branding/docs/index.rst 11. "debug ac_add_options --enable-optimize</p><p>allow for building both versions by specifying the configuration via the "MOZCONFIG" environment variable:</p><pre>...code:: bash  \$ env MOZCONFIG=/path/to/mozconfig-dbg ./mach build \$ env MOZCONFIG=/path/..."Show more Source: docs/setup/configuring_build_options.rst 12. "nding/nightly - ac_add_options --enable-official-branding - - browser/config/mozconfigs/linux64/10n-mozconfig - ac_add_options --with-branding=browser/branding/nightly - ac_add_op..."Show more Source: taskcluster/config.yml 13. "fling/How_ToBeta_simulations" ____</pre><pre>- "early-beta" - "late-beta" - "release"</pre><p>Extensions AAAAAAAAAA</p><pre>"ac_add_options --enable-extensions=default[all]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 =====</pre><p>-----+   This page is an import from MDN and the contents might be outdated   +-----+..."Show more Source: docs/setup/configuring_build_options.rst 15. "Firefox Branding</p></p></p>	<p>Ensure that the ac_add_options --with-branding=browser/branding/official line is placed correctly in your mozconfig file and that the MOZCONFIG environment variable is set to the absolute path of this mozconfig file before running the build commands. Additionally, verify that there are no conflicting branding options elsewhere in the mozconfig file. If the issue persists, try running ./mach clobber to clean the build directory and then rebuild.</p>
--	---	---

<@suppressed\_user> what are background profiles?

```
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 ... "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 condi... "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.endsWith(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: () => !AppCon... "Show more
Source: toolkit/profile/test/xpcshell/test_select_backgroundtasks_ephemeral.js
6. "ref"<span class="seco">4.3.2 <span>Background layers do not blend with content outside
the background (or behind the element)</a></li><li class="tocline"><a href="#background-blend-
mode-list-values-apply-to-the-corresponding-background-layer" clas... "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 trig... "Show more
Source: toolkit/components/extensions/parent/ext-backgroundPage.js
9. "reference before the
// 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 &&
  tex... "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.
 */
extension;

/*
 * @property (BackgroundPage)BackgroundWorker [bgInstance]
 */
... "Show more
Source: toolkit/components/extensions/parent/ext-backgroundPage.js
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 trig... "Show more
Source: toolkit/components/extensions/parent/ext-backgroundPage.js
13. " isDefault, profile == defaultProfile,
isCurrentProfile,
isInUse,
});
}
}

function dispatch(profileData) {
```

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.

<p>&lt;@suppressed_user&gt; does anyone have good docs or interesting content about using permosco to debug memory leaks?</p>	<p>Source Documents: 1. "Debugging Firefox with Pernosco =====</p> <p>This page is intended to help Firefox/Gecko developers get started using 'Pernosco &lt;https://permos.co/&gt;' _..._ to debug Firefox.</p> <p>Mozilla employees have a paid subscription to Pernosco, and ... "Show more Source: docs/contributing/debugging/debugging_firefox_with_pernosco.rst 2. "racker. * [Bloatview](memory/bloatview.md) prints per-class statistics on allocations and reccounts, 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. "tion of how much memory we're consuming. The more memory in general, the worse the performance and footprint. The percentage 99999.99% 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</p> <p>This page explains how to optimize the performance of the Firefox code base.</p> <p>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 =====</p> <p>... contents:: Table of Contents :local: :depth: 2</p> <p>Different tools and techniques are used to hunt leaks:</p> <p>... list-table:: :header-rows: 1</p> <p>* - Tools - Description * - ref: 'Bloatview' - BloatVI.... "Show more Source: xpcorn/docs/huntingleaks.rst 6. "Debugging Firefox with Pernosco =====</p> <p>This page is intended to help Firefox/Gecko developers get started using 'Pernosco &lt;https://permos.co/&gt;' _..._ to debug Firefox.</p> <p>Mozilla employees have a paid subscription to Pernosco, and ... "Show more Source: docs/contributing/debugging/debugging_firefox_with_pernosco.rst 7. ".* Leak hunting strategies and tips</p> <p>This document is old and some of the information is out-of-date. Use with caution.</p> <p>## Strategy for finding leaks</p> <p>When trying to make a particular testcase not leak, I recommend focusing first on the largest objec.... "Show more Source: docs/performance/memory/leak_hunting_strategies_and_tips.md 8. "tion of how much memory we're consuming. The more memory in general, the worse the performance and footprint. The percentage 99999.99% 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 9. "racker. * [Bloatview](memory/bloatview.md) prints per-class statistics on allocations and reccounts, 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 10. "Traph 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.)</p> <p>## What leak tools do we.... "Show more Source: docs/performance/memory/leak_hunting_strategies_and_tips.md 11. "tion of how much memory we're consuming. The more memory in general, the worse the performance and footprint. The percentage 99999.99% 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 12. "racker. * [Bloatview](memory/bloatview.md) prints per-class statistics on allocations and reccounts, 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 13. "Debugging Firefox with Pernosco =====</p> <p>This page is intended to help Firefox/Gecko developers get started using 'Pernosco &lt;https://permos.co/&gt;' _..._ to debug Firefox.</p> <p>Mozilla employees have a paid subscription to Pernosco, and ... "Show more Source: docs/contributing/debugging/debugging_firefox_with_pernosco.rst 14. ".* Performance</p> <p>This page explains how to optimize the performance of the Firefox code base.</p> <p>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 15. "nning, since we do the address to symbol mapping at runtime.</p> <p>### Linux</p> <p>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</p>	<p>To debug memory leaks in Firefox using Pernosco, you can start by recording an r trace with AVX-512 disabled (using a script like permosco-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.</p>
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<p>&lt;@suppressed_user&gt; Should I use the passive voice in technical documents? or rather... should the passive voice be used in technical documents?</p>	<p>Source Documents:</p> <p>1. "ake 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</p> <p>2. "communicate?"</p> <p>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/).</p> <p>Maintainers should "lead by example thr..."Show more Source: devtools/docs/contributor/contributing/code-reviews.md</p> <p>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.</p> <p>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</p> <p>4. " proposal may get revived should the requirements change in the future.</p> <p>Once the RFC is accepted, then authors may implement it and submit the feature as a pull request.</p> <p>## Drawbacks</p> <p>" 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</p> <p>5. "ess&lt;code&gt; element for arbitrary contact information, that element can only be 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 differenc..."Show more Source: testing/web-platform/tests/tools/third_party/html5lib/benchmarks/data/html.html</p> <p>6. "ON-NORMATIVE SECTION --&gt;</p> <p>&lt;p&gt;Authors are encouraged to make use of conformance checkers (also known as &lt;p&gt;validators&lt;p&gt;) to catch common mistakes. The WHATWG maintains a list of such tools at: &lt;a href="http://validator.whatwg.org/"&gt;http://vail..."Show more Source: testing/web-platform/tests/tools/third_party/html5lib/benchmarks/data/html.html</p> <p>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.</p> <p>Thus, when designing external-facing features, try to make use o..."Show more Source: third_party/rust/zorocopy/CONTRIBUTING.md</p> <p>8. "&lt;!-- go!cmark --&gt;</p> <p>&lt;!-- freshness: {owner: 'ltovartem' reviewed: '2023-01-16'} --&gt;</p> <p># How to write WebRTC documentation</p> <p>## Audience</p> <p>Engineers and tech writers who want to contribute to WebRTC documentation</p> <p>## Conceptual documentation</p> <p>Conceptua..."Show more Source: third_party/libwebrtc/g3doc/how_to_write_documentation.md</p> <p>9. "Managing Documentation =====</p> <p>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/moztreedocs/docs/index.rst</p> <p>10. "en!&gt; _."</p> <p>:ref: Talk &lt;contact&gt;` to developers to find out how you can implement specific features.</p> <p>Write documentation -----</p> <p>Pyltest could always use more documentation. What exactly is needed?</p> <p>* More complementary documentation. Hav..."Show more Source: testing/web-platform/tests/tools/third_party/pyltest/CONTRIBUTING.rst</p> <p>11. "ake 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</p> <p>12. "he requirements of this specification&lt;/span&gt;".&lt;/p&gt;</p> <p>&lt;p&gt;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</p> <p>"Show more Source: testing/web-platform/tests/tools/third_party/html5lib/benchmarks/data/html.html</p> <p>13. "[report-event-inactive-document.https.html] [attempts to call set report event in an inactive document should fail] expected: FAIL "</p> <p>Source: testing/web-platform/meta/fenced-frame/report-event-inactive-document.https.html.ini</p> <p>14. "[automatic-beacon-no-opt-in.https.html] [Automatic beacons will not send if the document does not opt in.] expected: FAIL "</p> <p>Source: testing/web-platform/meta/fenced-frame/automatic-beacon-no-opt-in.https.html.ini</p> <p>15. "m.&lt;p&gt;</p> <p>&lt;div class="example"&gt;</p> <p>&lt;p&gt;For example, this is why the U+0060 GRAVE ACCENT character ( ` ) is not allowed in unquoted attributes. In certain legacy user agents, &lt;!-- namely IE --&gt; it is sometimes treated as a quote character..."Show more Source: testing/web-platform/tests/tools/third_party/html5lib/benchmarks/data/html.html</p>	<p>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.</p>
--	---	--

<@suppressed\_user> does anyone know what component is responsible for creating the media key popups on windows? I have a cool idea for a small enhancement, but I'm not sure where to file it.

```

Source Documents:
1. *MediaKeysAndSet() {
return navigator.requestMediaKeySystemAccess(CLEARKEY_KEYSYSTEM,
pConfigMediaKeySystemConfig)
.then(function (access) {
return access.createMediaKeys();
})
})
2. then(function (mediaKeys) {
document.getElementById("V").se... "Show more
Source: dom/media/eme/MediaKeysEventSourceFactory.html
3. /* "The 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"
4. #in... "Show more
Source: widget/windows/MediaKeysEventSourceFactory.cpp
5. 3. "[dm-mpr4-sentmediakeys-multiple-times-with-the-same-mediakeys.https.html]
disabled."
if (os != "win") : https://bugzilla.mozilla.org/show_bug.cgi?id=1313284

Source: testing/web-platform/meta/encrypted-media/dm-mpr4-sentmediakeys-multiple-times-with-the-same-mediakeys.https.html.in
6. 4. "Ptp<GetUserMediaWindowListener> windowListener =
GetOMakeWindowListener(ActionWindow);
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
7. 5. "[dm-mpr4-syntax-mediakeys.https.html]
disabled."
if (os != "win") : https://bugzilla.mozilla.org/show_bug.cgi?id=1313284

Source: testing/web-platform/meta/encrypted-media/dm-mpr4-syntax-mediakeys.https.html.in
8. 6.
// 1. 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 (!IsValidKeySystem(aRequest->mKeySystem) &&
!fIs MOZ_WMF_CDM
Source: dom/media/eme/MediaKeySystemAccessManager.cpp
7. "oid NotifyContent(MediaKeyKeyReceiver(MediaControlKey aKey);
void NotifyMediaSession(MediaSessionAction aAction);
void NotifyMediaSessionContent(MediaSessionContentDetails& aDetails);
void NotifyMediaSessionWhenActionsSupported(MediaSessionAcc... "Show more
Source: dom/media/mediacontrol/ContentPlaybackController.h
8. "s if the key is supported
return mSeekRegistrationToken.value != 0;
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. "d MediaKeySystemAccess for keySystem="mKeySystem"&flags="flags",
NS_ConvertUTF16toUTF8(mKeySystem).get(), toCString(mConfig).get());

MediaKeySystemAccess::~MediaKeySystemAccess() = default;

JSObject* MediaKeySystemAccess::WrapObject(JSContext* aCx,
... "Show more
Source: dom/media/eme/MediaKeySystemAccess.cpp
10. /* "The 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. "ntext() attribute MediaKeySession : EventTarget {
readonly attribute DOMString sessionid;
readonly attribute unrestricted blob expiration;
readonly attribute Promise<MediaKeySess... "Show more
Source: testing/web-platform/tests/interfaces/encrypted-media.idl
12. "The "The 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"

na... "Show more
Source: widget/android/MediaKeysEventSourceFactory.cpp
13. /* "The 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"

na... "Show more
Source: widget/uk/mi/MediaKeysEventSourceFactory.cpp
14. /* "The 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"

na... "Show more
Source: widget/windows/MediaKeysEventSourceFactory.cpp
15. /* "The 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

```

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`.

<@suppressed\_user> is there a way to draw a string on a canvas in vertical mode ?

```
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');
Source: layout/refTests/canvas/text-horiz.html
2. "<!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8" />
</head>
<script>
function draw() {
var c = document.getElementById('cc');
var g = c.getContext('2d');
g.fillStyle = 'red';
g.fillRect(0, 0, 200, 200);
g.font = '24px arial, sans-serif';
g.fillText("Show more
Source: layout/refTests/canvas/1107096-invisibles-ref.html
3. "<!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8" />
</head>
<script>
function draw() {
var c = document.getElementById('cc');
var g = c.getContext('2d');
g.fillStyle = 'red';
g.fillRect(0, 0, 200, 200);
g.font = '24px arial, sans-serif';
g.fillText("Show more
Source: layout/refTests/canvas/1107096-invisibles.html
4. "<!DOCTYPE HTML>
<html>
<head>
<script>
function draw(id, r, c) {
var txt = "Try To TaLLy." + id + "
" + r;
var ctx = document.getElementById(id).getContext('2d');
ctx.font = '15px Arial';
ctx.fillStyle = c;
if (r) {
ctx.save();
Source: layout/refTests/canvas/1353000-1.html
5. "<!DOCTYPE HTML>
<html>
<head>
<script>
function draw(id, r, c) {
var txt = "Try To TaLLy." + id + "
" + r;
var ctx = document.getElementById(id).getContext('2d');
ctx.font = '15px Arial';
ctx.fillStyle = c;
if (r) {
ctx.save();
Source: layout/refTests/canvas/1353000-1-ref.html
6. "<!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8">
</head>
<body>
<script type="text/javascript">
var testFont = '40px sans-serif';

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

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

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

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

function test(x, y, text, style, rotation, baseline) {
var canvas = document.createElement("canvas");
canvas.wi...
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.getElementById('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.
```

<p>&lt;@suppressed_user&gt; Hello, I have a stack of two commits, one is landing right now so the phab issue is closed. I want to update the second one with 'moz-phab' but it complains that 'You can not request review of this revision because it has already been closed. You can only request review of open revisions.' -- is there a trick to push just the second one until things gets in sync ? I have not found the right combo.</p>	<p>Source Documents: 1. "# Sending your code for review (also known as "sending patches")</p> <p>First, commit your changes. For example:</p> <pre>'''bash hg add /path/to/file/changed hg commit -m "Bug 1234567 - [devtools] Implement feature XYZ. r=name,name2!" ...'</pre> <p>The commit message exp..."Show more Source: devtools/docs/contributor/contributing/making-prs.md 2. "# Set up for code reviews</p> <p>There are two things you need to do before you can get a code review, although you only need to do this once</p> <p>## Set up to get code reviews in Phabricator</p> <p>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)</p> <p>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. "d-&lt;repo-name&gt; git" 3. Fetch the PR: 'git fetch &lt;author-id&gt; &lt;name-of-the-PR-branch&gt;' 4. Checkout that branch: 'git checkout &lt;name-of-the-PR-branch&gt;'</p> <p>The relevant '&lt;author-id&gt;', '&lt;repo-name&gt;', and '&lt;name-of-the-PR-branch&gt;' can be found by looking..." Show more Source: testing/web-platform/tests/docs/reviewing-tests/git.md 5. "gs (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")</p> <p>First, commit your changes. For example:</p> <pre>'''bash hg add /path/to/file/changed hg commit -m "Bug 1234567 - [devtools] Implement feature XYZ. r=name,name2!" ...'</pre> <p>The commit message exp..."Show more Source: devtools/docs/contributor/contributing/making-prs.md 7. "d-&lt;repo-name&gt; git" 3. Fetch the PR: 'git fetch &lt;author-id&gt; &lt;name-of-the-PR-branch&gt;' 4. Checkout that branch: 'git checkout &lt;name-of-the-PR-branch&gt;'</p> <p>The relevant '&lt;author-id&gt;', '&lt;repo-name&gt;', and '&lt;name-of-the-PR-branch&gt;' can be found by looking..." Show more Source: testing/web-platform/tests/docs/reviewing-tests/git.md 8. "gs (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 9. "# Set up for code reviews</p> <p>There are two things you need to do before you can get a code review, although you only need to do this once</p> <p>## Set up to get code reviews in Phabricator</p> <p>We use an online tool called Phabricator for code reviews. To cr..."Show more Source: devtools/docs/contributor/contributing/code-reviews-setup.md 10. "# Landing code (i.e. getting code into Mozilla's repository)</p> <p>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 11. "# Sending your code for review (also known as "sending patches")</p> <p>First, commit your changes. For example:</p> <pre>'''bash hg add /path/to/file/changed hg commit -m "Bug 1234567 - [devtools] Implement feature XYZ. r=name,name2!" ...'</pre> <p>The commit message exp..."Show more Source: devtools/docs/contributor/contributing/making-prs.md 12. "# Set up for code reviews</p> <p>There are two things you need to do before you can get a code review, although you only need to do this once</p> <p>## Set up to get code reviews in Phabricator</p> <p>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</p> <p>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 14. "# Landing code (i.e. getting code into Mozilla's repository)</p> <p>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. "gs (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</p>	<p>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.</p>
--	--	--



<p>&lt;@suppressed_user&gt; Could someone point me to canonical docs for the review request syntax that phabricator uses? I.e. 'r?adam' vs 'r=adam' vs 'r=#profiler' etc. Not looking for answers about these specific examples, but a more general set of docs that I can bookmark and/or share with others.</p>	<p>Source Documents:</p> <p>1. "# Sending your code for review (also known as "sending patches")</p> <p>First, commit your changes. For example:</p> <pre>""bash hg add /path/to/file/changed hg commit -m "Bug 1234567 - [devtools] Implement feature XYZ. r=name,name2!" ""</pre> <p>The commit message exp..."Show more</p> <p>Source: devtools/docs/contributor/contributing/making-prs.md</p> <p>2. "Getting reviews</p> <p>=====</p> <p>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.</p> <p>Commit message syntax</p> <p>..."Show more</p> <p>Source: docs/contributing/reviews.rst</p> <p>3. "# Set up for code reviews</p> <p>There are two things you need to do before you can get a code review, although you only need to do this once</p> <p>## Set up to get code reviews in Phabricator</p> <p>We use an online tool called Phabricator for code reviews. To cr..."Show more</p> <p>Source: devtools/docs/contributor/contributing/code-reviews-setup.md</p> <p>4. "review you'll see "Accepted" in green at the top of a Phabricator revision, under the title. In Bugzilla (which is deprecated in favour of Phabricator), this is indicated by "{ mediawiki.external('name') }):review+" in the attachment table in the bug..."Show more</p> <p>Source: docs/contributing/Code_Review_FAQ.rst</p> <p>5. "</p> <p>...figure:: ./assets/LoginBugzilla.png</p> <p>:alt: Log in with Bugzilla</p> <p>alt text</p> <p>- You will be redirected back to Phabricator, where you will have to create a new Phabricator account.</p> <p>...raw:: html</p> <p>&lt;Screenshot Needed&gt;</p> <p>..."Show more</p> <p>Source: mobile/android/docs/geckoview/contributor/contributing-to-mc.rst</p> <p>6. "# Sending your code for review (also known as "sending patches")</p> <p>First, commit your changes. For example:</p> <pre>""bash hg add /path/to/file/changed hg commit -m "Bug 1234567 - [devtools] Implement feature XYZ. r=name,name2!" ""</pre> <p>The commit message exp..."Show more</p> <p>Source: devtools/docs/contributor/contributing/making-prs.md</p> <p>7. "r 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 or..."Show more</p> <p>Source: docs/bug-mgmt/processes/accessibility-review.md</p> <p>8. "Getting reviews</p> <p>=====</p> <p>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.</p> <p>Commit message syntax</p> <p>..."Show more</p> <p>Source: docs/contributing/reviews.rst</p> <p>9. "# Set up for code reviews</p> <p>There are two things you need to do before you can get a code review, although you only need to do this once</p> <p>## Set up to get code reviews in Phabricator</p> <p>We use an online tool called Phabricator for code reviews. To cr..."Show more</p> <p>Source: devtools/docs/contributor/contributing/code-reviews-setup.md</p> <p>10. "# Finding suitable reviewers</p> <p>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 Bu..."Show more</p> <p>Source: devtools/docs/contributor/contributing/code-reviews-find-reviewer.md</p> <p>11. "# Sending your code for review (also known as "sending patches")</p> <p>First, commit your changes. For example:</p> <pre>""bash hg add /path/to/file/changed hg commit -m "Bug 1234567 - [devtools] Implement feature XYZ. r=name,name2!" ""</pre> <p>The commit message exp..."Show more</p> <p>Source: devtools/docs/contributor/contributing/making-prs.md</p> <p>12. "Getting reviews</p> <p>=====</p> <p>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.</p> <p>Commit message syntax</p> <p>..."Show more</p> <p>Source: docs/contributing/reviews.rst</p> <p>13. "# Set up for code reviews</p> <p>There are two things you need to do before you can get a code review, although you only need to do this once</p> <p>## Set up to get code reviews in Phabricator</p> <p>We use an online tool called Phabricator for code reviews. To cr..."Show more</p> <p>Source: devtools/docs/contributor/contributing/code-reviews-setup.md</p> <p>14. "# Finding suitable reviewers</p>	<p>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 (<a href="https://moz-conduit.readthedocs.io/en/latest/phabricator-user.html#commit-message-syntax">https://moz-conduit.readthedocs.io/en/latest/phabricator-user.html#commit-message-syntax</a>). 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).</p>
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<p>&lt;@suppressed_user&gt; was able to compile but the long time built firefox is slower than the firefox produced with artifact build ? how can I enable optimization for performance on speedometer 2.1 ?</p>	<pre> *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...)""Show more 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...""Show more 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 [XPCOM] flavoured JavaScript, you may choose to rely on so called [artifact builds], which will download pre-compiled Firef...""Show more 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...""Show more 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...)""Show more 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. ""er 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 &lt;https://profiler.firefox.com/docs&gt;""... "" Source: devtools/docs/user/performance/index.rst 10. ""browsertime-benchmark-firefox-speedometer"" - - - -  **Owner**:: SpiderMonkey Team  * ""alert threshold"":: 2.0 * ""apps"":: fenix, geckoview, refbrow, chrome-m, cstm-car-m * ""expected"":: pass * ""..."":: ""Show more Source: testing/perfdocs/generated/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...""Show more 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...)""Show more 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 &lt;https://profiler.firefox.com/docs&gt;""... "" Source: devtools/docs/user/performance/index.rst 15. ""browsertime-benchmark-firefox-speedometer"" - - - -  **Owner**:: SpiderMonkey Team </pre>	<p>To optimize performance for Speedometer 2.1, ensure you are using an optimized build by adding <code>ac_add_options--enable-optimize</code> to your <code>mozconfig</code> file. Additionally, enable Profile Guided Optimization (PGO) by adding <code>ac_add_options MOZ_PGO=1</code>, and set the Rust optimization level to 2 with <code>ac_add_options RUSTC_OPT_LEVEL=2</code>. These settings will help produce a build that is more performant and closer to release builds.</p>
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<p>&lt;@suppressed_user&gt; could you expand on what 'stand-in' means in color handling in LookAndFeel files? from (this comment in Phab)(https://phabricator.services.mozilla.com/D197378#inline-1098513) - I'm still learning the platform side of this code and would appreciate a hint</p>	<p>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.</p> <p>We decide which set of color.. "Show more Source: accessible/docs/ColorsAndHighContrastMode.md 2. " " " Mode: 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/LookAndFeel.h 3. " " loop from  // nsXPLookAndFeel::OnPrefChanged().  Preferences: RegisterPrefixCallback(OnPrefChanged, "ui");</p> <p>for (const auto&amp; pref : kMediaQueryPrefs) {  Preferences: RegisterCallback(  [(const char*, void*) aChangeKind] {  ... "Show more Source: widget/nsXPLookAndFeel.cpp 4. "  mInitCommonColors = true;  return;  } }</p> <p>nsColor defaultWindowBackgroundColor =  LookAndFeel::Color(LookAndFeel::ColorID::Window, mFrame);  nsColor selectionTextColor =  LookAndFeel::Color(LookAndFeel::ColorID::Highlighttext, mFr.. "Show more Source: layout/generic/nsTextPaintStyle.cpp 5. " " " Mode: 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  " file, You can obtain one. ... "Show more Source: widget/nsXPLookAndFeel.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.</p> <p>We decide which set of color.. "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::MacMenuhover &amp;&amp;  !LookAndFeel::GetInt(IntID::PrefsReducedTransparency)) {  // Wash the color a little bit with semi-transparent white to match a  // bit closer the na.. "Show more Source: widget/cocoa/nsLookAndFeel.mm 9. "ID::IMESelectedConvertedTextBackground:  case ColorID::IMESelectedConvertedTextForeground:  case ColorID::IMESelectedConvertedTextUnderline:  case ColorID::SpellCheckerUnderline:  return false;  default:  break;  } }</p> <p>return tr.. "Show more Source: widget/nsXPLookAndFeel.cpp 10. " " loop from  // nsXPLookAndFeel::OnPrefChanged().  Preferences: RegisterPrefixCallback(OnPrefChanged, "ui");</p> <p>for (const auto&amp; pref : kMediaQueryPrefs) {  Preferences: RegisterCallback(  [(const char*, void*) aChangeKind] {  ... "Show more Source: widget/nsXPLookAndFeel.cpp 11. "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.</p> <p>We decide which set of color.. "Show more Source: accessible/docs/ColorsAndHighContrastMode.md 12. "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 13. "or to be  // the windows blue rather than the system accent color, for now.  return !StaticPrefs::widget_non_native_theme_use_theme_accent() &amp;&amp;  (aColor == LookAndFeel::ColorID::Accentcolor)     aColor == LookAndFeel::ColorID::Color1.. "Show more Source: widget/nsXPLookAndFeel.cpp 14. "docs, and forced-colors mode always supports  // both, so use the preferred color-scheme.  if (aMode == ColorSchemeMode::Preferred    aDoc.ChromeRulesEnabled())     !prefs.mUseDocumentColors) {  return aDoc.PreferredColorScheme();  }  // O.. "Show more Source: widget/nsXPLookAndFeel.cpp 15. "ID::IMESelectedConvertedTextBackground:  case ColorID::IMESelectedConvertedTextForeground:  case ColorID::IMESelectedConvertedTextUnderline:  return false;  default:  break;  } }</p> <p>return tr.. "Show more Source: widget/nsXPLookAndFeel.cpp</p>	<p>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 dynamically fetched from the operating system but are instead hard-coded 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.</p>
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<p>&lt;@suppressed_user&gt;: Hey - off hand, do you remember if we have a way for privileged JS in a content process to access the WindowGlobalParent of a subframe so that it can send messages down to an actor in that subframe? Or do all messages need to be marshalled through the parent process?</p>	<p>Source Documents: 1. "es.</p> <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 Source: dom/docs/ipc/jsactors.rst</p> <p>2. "each to get information for each frame. Perhaps something like this:</p> <pre> ... code-block:: javascript  let contextsToVisit = [browser.browsingContext]; while (contextsToVisit.length) {   let currentContext = contextsToVisit.pop();   let gl..."Show more Source: dom/docs/ipc/jsactors.rst 3. "entFrameMessageManager. " " * MessageListenerManager " * \) " * MessageSender MessageBroadcaster " * { " * SyncMessageSender (content process/in-process only) " * ... "Show more Source: dom/chrome-webidl/MessageManager.webidl 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, nsAString&amp; aOutStr, JSONBehavior aBehavior) { MOZ_ASSERT(aCx); switch (aBehavior) { case UnderfinedishNullStringLiteral: { 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/jsactors.rst 7. "each to get information for each frame. Perhaps something like this: <pre> ... code-block:: javascript  let contextsToVisit = [browser.browsingContext]; while (contextsToVisit.length) {   let currentContext = contextsToVisit.pop();   let gl..."Show more Source: dom/docs/ipc/jsactors.rst 8. "es. <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 Source: dom/docs/ipc/jsactors.rst</p> <p>9. "OOP iframe in the same process as its parent document");</p> <p>// 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</p> <p>10. "een the parent process and the given child process, which can then be used to establish additional connections to other processes.</p> <p>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</p> <p>11. " that "iframe" .</p> <p># There's only one pair per actor type, per frame.</p> <p>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/jsactors.rst</p> <p>12. "es.</p> <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 Source: dom/docs/ipc/jsactors.rst</p> <p>13. "ocess is used 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</p> <p>14. "each to get information for each frame. Perhaps something like this:</p> <pre> ... code-block:: javascript  let contextsToVisit = [browser.browsingContext]; while (contextsToVisit.length) {   let currentContext = contextsToVisit.pop();   let gl..."Show more Source: dom/docs/ipc/jsactors.rst 15. "een the parent process and the given child process, which can then be used to establish additional connections to other processes. <p>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</p> </pre></pre></pre>	<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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<p>&lt;@suppressed_user&gt; When does an assertion like 'NS_WARN_IF( ... )' throw rather than just warn?</p>	<pre> Source Documents: 1. "check 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. "ion" \ NS_warn_if_impl(condition, #condition, __FILE__, __LINE__) # else # 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: xpcorn/base/hsDebug.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 distribut..."Show more Source: xpcorn/base/hsDebug.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: xpcorn/base/hsDebug.h 5. "temptl 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 falsy.  *  * The optional explanation-string, if provided, must be a string lit..."Show more Source: mfb/Assertions.h 6. "check 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 7. "ion" \ NS_warn_if_impl(condition, #condition, __FILE__, __LINE__) # else # 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: xpcorn/base/hsDebug.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  * License, v. 2.0. If a copy of the MPL was not distribut..."Show more Source: xpcorn/base/hsDebug.h 9. " 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: xpcorn/base/hsDebug.h 10. "\ NS_DebugBreak(NS_DEBUG_ASSERTION, str, "Error", __FILE__, __LINE__); \ MOZ_PretendNoReturn(); \ } while (0) # else # define NS_ERROR(str) \ do { /*..."Show more Source: xpcorn/base/hsDebug.h 11. "ion" \ NS_warn_if_impl(condition, #condition, __FILE__, __LINE__) # else # 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: xpcorn/base/hsDebug.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  * License, v. 2.0. If a copy of the MPL was not distribut..."Show more Source: xpcorn/base/hsDebug.h 13. "temptl 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 falsy.  *  * The optional explanation-string, if provided, must be a string lit..."Show more Source: mfb/Assertions.h 14. " 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: xpcorn/base/hsDebug.h 15. "throw new Error("Didn't catch the type failure error");  // Turn warnings-as-errors back off options("throw_on_asmjs_validation_failure"); }  function assertAsmLinkFail(f, ...args) {     if (!AsmJSCompilationAvailable())         return;      ..."Show more Source: js/src/js-test/lib/asm.js </pre>	<p>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.</p>
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<p>&lt;@suppressed_user&gt;- Out of curiosity, is it possible to target the specific commit for the latest release build, eg. 124.0.1, yet not have it build as a release configuration? I'm just trying to think of ways to get around this build issue at the moment as a temporary measure. I do need some C++ work though, so unfortunately artifact builds are out of the question.</p>	<pre> Source Documents: 1. "# Release Process  ## Creating a new Release Branch  1. Create a branch name with the format 'releases_v[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 pre-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:  ...[Show more] % 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]]" dev-version = false tag-message = "Release [[version]]" tag-name = "[[version]]" pre-release-replacements = [ { file = "CHANGELOG.md", search = "Unreleased", replace = "[[version]]" }, { file = "...[Show more] Source: third_party/rust/presser/release.toml 6. "LEASE_REVISION ...  Or:  ...[Show more] % 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.mar 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 release_pa..."[Show more] Source: taskcluster/test/params/mc-android-nightly.yml 8. "complete.mar 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 release_pa..."[Show more] Source: taskcluster/test/params/mc-desktop-nightly.yml 9. "workspace dependencies_update = true # update dependencies with 'cargo update' pr_labels = ["release"] # add the 'release' label to the release Pull 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 = 'b1f6e1a89'  [[repos]] name = 'threads' commit = '85b562cd'  [[repos]] name = 'simd' commit = 'a78b98a6'  [[repos]] name = 'memory64' commit = '9edc82d34'  [[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:  ...[Show more] % 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. "omplied 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 on..."[Show more] Source: third_party/libwebp/third_party/absell-cpp/FAQ.md 13. "ck --no-commit \$MOZ_LIBWEBRTC_REVERT_SHA git commit -f \$COMMIT_MSG_FILE  git checkout \$MOZ_LIBWEBRTC_BRANCH git rebase moz-cherry-pick git branch -d moz-cherry-pick  * Source: dom/media/webp/third_party_build/make_upstream_revert_noop.sh 14. "encies anyhow version = "1.0.73"  [releases] releases_ref_name</pre>	<p>Yes, you can target a specific commit for the latest release build, such as 124.0.1, without building it as a release configuration by checking out the specific commit using <code>git checkout &lt;commit-hash&gt;</code> and then modifying the build configuration to a non-release mode, such as debug. This way, you can work on the C++ code without the constraints of a release build.</p>
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<p>&lt;@suppressed_user&gt; Does anyone know if we encode the hg revision into local builds at all, in a way that can be discovered? (I know it's on about:buildconfig for official builds, but we don't show the revision there in local builds)</p>	<pre> Source Documents: 1. "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 2. " the same, and clone the repository once at that # revision. This avoids unnecessary network operations and copies # on disk. revisions = set(self.10n_revisions.values()) if len(revisions) != 1:     ... "Show more Source: testing/mozharness/mozharness/mozilla/10n/locales.py 3. "o 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=&lt;editor-of-your-choice&gt; hg config --local --edit"  ... code-block: shell  [paths] default = https://hg.mozilla.org/mozilla-unl... "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 &lt;user@example.com&gt; merge... "Show more Source: docs/contributing/vcs/mercurial.rst 6. "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 7. "o 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/. "  // Writes build information to \${OUT_DIR}/bu... "Show more Source: testing/geckodriver/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/10n-central/  Unified Repositories ----- "Show more Source: docs/contributing/vcs/mercurial.rst 10. "t_(self, file, repo): VCSFileInfo.__init__(self, file) self.repo = repo self.file = os.path.relpath(file, repo.path)  def GetRoot(self):     return self.repo.root  def GetCleanRoot(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.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 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/10n/docs/crosschannel/commits.rst 13. "o 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/. "  // Writes build information to \${OUT_DIR}/bu... "Show more Source: testing/geckodriver/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/10n-central/ </pre>	<p>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.</p>
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<p>&lt;@suppressed_user&gt; Hi folks, I'm setting up a new macbook, and had no luck getting hg to pull mozilla-unified. bootstrap.py timed out, so I ran 'hg pull https://hg.mozilla.org/mozilla-unified --debug' twice, and each time it got stuck on 'adding xulrunner/tools/reditredit.cpp revisions' and sat there until it timed out. (using git seems to have worked fine). Just wondering if that's a sign of a problem with the hg repo?</p>	<p>Source Documents: 1. "Mercurial Bundles" =====</p> <p>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")"</p> <pre>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"),     ... } Source: testing/mozharness/test/test_base_vcs_mercurial.py 3. "...". Mode: rst, fill-column: 80, ...</pre> <p>=====</p> <p>Mozilla Central Quick Start =====</p> <p>Table of contents =====</p> <p>... contents:: local:</p> <p>Firefox Developer Git Quick Start Guide =====, "Show more" Source: mobile/android/docs/geckoview/contributor/mc-quick-start.rst 4. "Mercurial Overview" =====</p> <p>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=&lt;editor-of-your-choice&gt; hg config --local --edit"</p> <p>... code-block:: shell</p> <p>[paths] default = https://hg.mozilla.org/mozilla-unified Source: docs/contributing/vcs/mercurial_bundles.rst 6. "Mercurial Bundles" =====</p> <p>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, ...</p> <p>=====</p> <p>Mozilla Central Quick Start =====</p> <p>Table of contents =====</p> <p>... contents:: local:</p> <p>Firefox Developer Git Quick Start Guide =====, "Show more" Source: mobile/android/docs/geckoview/contributor/mc-quick-start.rst 8. "Mercurial Overview" =====</p> <p>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 9. "write("hello")"</p> <pre>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"),     ... } Source: testing/mozharness/test/test_base_vcs_mercurial.py 10. "the template config file in your editor by running "hg config --local --edit" or "EDITOR=&lt;editor-of-your-choice&gt; hg config --local --edit"<p>... code-block:: shell</p><p>[paths] default = https://hg.mozilla.org/mozilla-unified Source: docs/contributing/vcs/mercurial_bundles.rst 11. "Mercurial Bundles" =====</p><p>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 12. "Mercurial Overview" =====</p><p>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. "it status" ), you can have them brought back by discarding changes in your source tree: "git restore .".</p><p>1. Build -----</p><p>Now that your system is bootstrapped, you should be able to build!</p><p>... code-block:: shell</p><pre>cd c:/mozilla-source/mozilla Source: docs/setup/windows_build.rst 14. "write("hello")"</pre><pre>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"),     ... } Source: testing/mozharness/test/test_base_vcs_mercurial.py 15. "...". Mode: rst, fill-column: 80, ...</pre><p>=====</p><p>Mozilla Central Quick Start =====</p></pre>	<p>It sounds like your network connection might be unstable, causing the hg pull command to time out. To work around this, you can download a Mercurial bundle of the mozilla-unified repository from <a href="https://hg.cdn.mozilla.net/">https://hg.cdn.mozilla.net/</a> (select the "zstd (max)" column for mozilla-unified). After downloading, initialize a new repository with hg init mozilla-unified, move the bundle file next to the mozilla-unified directory, rename it to bundle.hg, and run hg unbundle .bundle.hg inside the mozilla-unified directory. This method allows you to resume the download if interrupted and should help you avoid the timeout issue.</p>
--	--	---



<p>&lt;@suppressed_user&gt; Why is the installer after ./mach package in install/sea? There's nothing else in install, why not just plop it in install?</p>	<p>Source Documents: 1. "***** Installer Build *****"</p> <p>How to build the installers</p> <p>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. "tes 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 *****"</p> <p>Mach is the central entry point for most operations that can be performed in mozilla-central.</p> <p>Command Help -----</p> <p>To see an overview of all the available commands, run:</p> <pre>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/code/cert/_init_.py 5. "# This file is necessary to make this directory a package. " Source: third_party/python/pyasn1/pyasn1/code/der/_init_.py 6. "***** Installer Build *****"</pre> <p>How to build the installers</p> <p>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 7. "ding is ``browser/branding/unofficial``".</p> <p>Build process -----</p> <p>.. note:</p> <p>If you intend to distribute your build to others, you'll want to add ``ac_add_options --with-redist`` in your ``mozconfig``.</p> <p>Both the full and stub installers a..."Show more Source: browser/installer/windows/docs/InstallerBuild.rst 8. "strictions here:</p> <pre>"``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_PYTHO...``"Show more Source: python/docs/index.rst 9. "PX) ifdef 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 \ --setupegex \$(CONFIG_DIR)/setup-stub.exe \ "Show more Source: toolkit/mozapps/installer/windows/nsis/makensis.mk 10. "tes 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 11. "***** Installer Build *****"</pre> <p>How to build the installers</p> <p>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 12. "ding is ``browser/branding/unofficial``".</p> <p>Build process -----</p> <p>.. note:</p> <p>If you intend to distribute your build to others, you'll want to add ``ac_add_options --with-redist`` in your ``mozconfig``.</p> <p>Both the full and stub installers a..."Show more Source: browser/installer/windows/docs/InstallerBuild.rst 13. "strictions here:</p> <pre>"``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_PYTHO...``"Show more Source: python/docs/index.rst 14. "tes 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 15. "aren't part of building (read: compiling) the tree. This includes things related to testing and packaging. These weigh 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</pre>	<p>The installer is placed in the install/sea directory after running ./mach package to maintain a clear and organized structure, especially since the sea directory is specifically designated for self-extracting archives. This separation helps in managing different types of build artifacts and ensures that the directory structure remains consistent and easy to navigate, particularly when dealing with multiple types of installers and other build outputs.</p>
---	---	---

<@suppressed\_user> In Javascript, how can I know in which process I'm running in?

```
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: xpcorn/threads/nsIProcess.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.
   let 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 run_test() {
   if (!isParentProcess()) {
   |do_load..."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 run_test() {
   if (!isParentProcess()) {
   |const pb = Services.prefs;
   pb.setBoolPref("test IPC:bool", true);
   pb.setIntP..."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 unregis..."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=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 wit..."Show more
Source: js/public/Context.h
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::MallocProvi..."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>
<scrip..."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.REFLOW]: true,
   [Resources.TYPES.STYLESHEET]: true,
   [Resources.TYPES.SOURCE]: true,
   [Resources.TYPES.THREAD_STATE]: true,
   [Resources.TYPES.SERVER_SENT_EVENT]: true,
   [Resources.TYPES.WE..."Show more
Source: devtools/server/actors/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: xpcorn/threads/nsIProcess.idl
12. "function getBaseNumberOfProcesses() {
   // We should have three processes for this test, the parent process and two
   // content processes for the tabs created by this test.
   let 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.
```

<@suppressed\_user> Wenn showing function executions in pernosco, how can I print the value of arguments while following pointers?

```
Source Documents:
1. " 0" {}
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 hits = 0;
dbg.onDebuggerStatement = function (frame) {
  ass..."Show more
Source: js/src/jit-test/tests/debug/Frame-eval-11.js
4. " (s).
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 = this->ptrCtx(ctx->traceMask, 1);
opArg2 = SkSL::String::printf("%+d", ctx->delta);
break;
}
default:
break;
}

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

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

void MyFunction(int /* n */) {}

TEST(PrintPointer/Test_NonMemberFunctionPointer) {
  // We cannot directly cast &MyFunction to cons..."Show more
Source: security/nss/gtests/google_test/test/googletest-printers-test.cc
7. " (s).
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. " *inPointer(reinterpret_cast<const void*>(&p));
// We cannot directly cast &MyFunction to const void" because the
// standard disallows casting between pointers to functions and
// pointers to objects, and some compilers (e.g. GCC 3.4) enforce..."Show more
Source: security/nss/gtests/google_test/test/googletest-printers-test.cc
9. " (void)printArg(ptr[j], i + 1);
}
if (type & ArgFile) {
  save(ptr[j]->filename, ptr[j]);
  free(ptr[j]->filename);
  ptr[j]->filename = NULL; /* paranoia */
}
}

CK_RV
unloadModule..."Show more
Source: security/nss/cmd/pk11util/pk11util.c
10. " table") == 0) {
  // 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/mips64/Simulator-mips64.cpp
11. " " Area: fn_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 { xfail strongarm*-*- xscale*-*- } } */
#include..."Show more
Source: js/src/ctypes/libffi/testsuite/libffi.closures/cds_pointer_stack.c
12. " " Area: fn_call_closure_call
Purpose: Check pointer arguments.
Limitations: none.
PR: none.
Originator: Blake Chaffin 6/6/2007 "

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

void* cds_pointer_fn..."Show more
Source: js/src/ctypes/libffi/testsuite/libffi.closures/cds_pointer.c
13. " y array.Length() in a callee function"
}

fn() => {
  t.skipIf(LanguageFeatureNotSupported("unrestricted_pointer_parameters");

  const wgs1 = "
@binding(0) @group(0) var<storage, read> arr : array<u32>;
@binding(1) @group(0) var<storage, read,..."Show more
Source:
dom/webgpu/tests/cts/checkout/src/webgpu/shader/execution/expression/call/user/ptr_params.
spec.ts
14. " (unsigned i = 0; i < argc; 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->argsObj().arg(i)));
} else {
  PUSH(StackVal(frame->unaliasedFormal(i)));
}
}
```

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.

<p>&lt;@suppressed_user&gt; Does anyone have opinions on the value of the PoisonInterceptor on Mac? It is disabled on Apple Silicon and disabling it on x64 Mac should allow us to turn on some additional security hardening. It is something we don't enable on Release. I'm trying to understand the value better. Also, why it's called 'Poison'?</p>	<pre> Source Documents: 1. " do so. This is the scenario   * of greatest concern, since it covers all contemporary OSX iterations   * (10.5+) as well as Windows Vista and 7 on newer amd64 hardware. Linux on   * amd64 is generally run as a pure 64-bit environment, but its 32-bit   ... "Show more Source: mfb/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. "NDARD_CONTROL_BIT = 7132; pub const HyperCriticalWorkQueue: WORK_QUEUE_TYPE = 232; pub const IMAGE_ADDRESSING_MODE_32BIT: u32 = 3u32; pub const INITIAL_PRIVILEGE_COUNT: u32 = 3u32; pub const INIT_NOTIFY_TYPE_GUID: ::windows_sys::core::GUID = ::windo..."Show more Source: third_party/rust/windows-sys/src/Windows/Wdk/System/SystemServices/mod.rs 4. "coss64-noopt-debug treehender: platform: osx-cross-noopt/debug symbol: B tier: 2 worker: max-run-time: 3600 run: config: - builds/releg_base_firefox.py - builds/releg_base..."Show more 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: mfb/Poison.cpp 6. " return true; } if (IsThreadLocalDataInit()) { return false; } sThreadLocalDataInitialized = true; bool isMainThread = true; RegisterCurrentThread(isMainThread); sSourceList = new SourceList();  MainThreadIOLogger::Init();  /* "Show more Source: xpcom/build/IOinterposer.cpp 7. "ons as all */ void InitPoisonIOinterposer();  #ifdef 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 w..."Show more Source: xpcom/build/PoisonIOinterposer.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  * License, v. 2.0. If a copy of the MPL was not distribut..."Show more Source: xpcom/build/PoisonIOinterposer.h 9. "eof(WCHAR) : 0; nsDependentSubstring filename(buf, len); WinIOAutoObservation timer(mozilla::IOInterposeObserver::OpStat, filename);  // Execute original function return gOriginalNIQueryFullAttributesFile(aObjectAttribute..."Show more Source: xpcom/build/PoisonIOinterposerWin.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: */ /* 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/PoisonIOinterposerWin.cpp 11. " return true; } if (IsThreadLocalDataInit()) { return false; } sThreadLocalDataInitialized = true; bool isMainThread = true; RegisterCurrentThread(isMainThread); sSourceList = new SourceList();  MainThreadIOLogger::Init();  /* "Show more Source: xpcom/build/IOinterposer.cpp 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  * License, v. 2.0. If a copy of the MPL was not distribut..."Show more Source: xpcom/build/PoisonIOinterposer.h 13. "ons as all */ void InitPoisonIOinterposer();  #ifdef 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 w..."Show more Source: xpcom/build/PoisonIOinterposer.h 14. "eof(WCHAR) : 0; nsDependentSubstring filename(buf, len); WinIOAutoObservation timer(mozilla::IOInterposeObserver::OpStat, filename);  // Execute original function return gOriginalNIQueryFullAttributesFile(aObjectAttribute..."Show more Source: xpcom/build/PoisonIOinterposerWin.cpp 15. "/* - 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/build/PoisonIOinterposerWin.cpp </pre>	<p>The PoisonIOinterposer 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 interposes (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.</p>
---	---	---



<p>&lt;@suppressed_user&gt; Is there any really really simple place to store an int that isnt pref's i want to store a timestamp preferably with more than seconds precision (so i dont want to just /1000 it)</p>	<pre> Source Documents: 1. "stampSeconds&lt;int64, Flexible&gt;" will discard any subsecond precision during deserialization from 'int64' 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(int64_t value) { static constexpr uint32_t field_id = FieldMetadata_TimestampDeltaUs::kFieldId; // Call the appropriate protozero::Message..."Show more Source: third_party/perfto/sdk/perfto.h 3. "use std::fmt; use std::time::SystemTime;  use humantime::{ 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/humantime/extern_impl.rs 4. "duration.seconds(), kSecondsPerHour); }  Timestamp TimeUtil::NanosecondsToTimestamp(int64_t nanos) { return CreateNormalized&lt;Timestamp&gt;(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, &amp;seconds, &amp;nanos)) { return false; } timestamp = CreateNormalized&lt;Timestamp&gt;(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&lt;int64, Flexible&gt;" will discard any subsecond precision during deserialization from 'int64' 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&lt;Timestamp&gt;(nanos / kNanosPerSecond, nanos % kNanosPerSecond); }  Timestamp TimeUtil::M..."Show more Source: toolkit/components/protobuf/src/google/protobuf/util/time_util.cc 8. "milliseconds&lt;td&gt; * &lt;td&gt;Jan 1, 1970&lt;/td&gt; * &lt;/tr&gt; * &lt;tr&gt; * &lt;td&gt;UDTS_WINDOWS_FILE_TIME&lt;/td&gt; * &lt;td&gt;int64_k&lt;/td&gt; * * &lt;td&gt;ticks (100 nanoseconds)&lt;/td&gt; * &lt;td&gt;Jan 1, 1601&lt;/td&gt; * &lt;/tr&gt; * &lt;tr&gt; * &lt;td&gt;UDTS_DOTNET_DATE_TIME&lt;/td&gt;..."Show more Source: intl/icu/source/i18n/unicode/utmscale.h 9. "timestamp_seconds() { let zero = DateTime::Utc-&gt;from_utc(NaiveDateTime::from_timestamp_opt(0, 0).unwrap(), Utc); let one_second = zero + Duration::nanoseconds(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. "lign="right"&gt;0.14&lt;/td&gt; * &lt;/tr&gt; * &lt;tr&gt; * &lt;td&gt;1 microsecond&lt;/td&gt; * * &lt;td align="right"&gt;584,542.05&lt;/td&gt; * &lt;td align="right"&gt;285.42&lt;/td&gt; * &lt;td align="right"&gt;0.00&lt;/td&gt; * &lt;/tr&gt; * &lt;tr&gt; * &lt;td&gt;100 nanoseconds (tick)&lt;/td&gt; * &lt;td..."Show more Source: intl/icu/source/i18n/unicode/utmscale.h 11. "  static constexpr FieldMetadata_TimestampDeltaUs kTimestampDeltaUs{}; void set_timestamp_delta_us(int64_t value) { static constexpr uint32_t field_id = FieldMetadata_TimestampDeltaUs::kFieldId; // Call the appropriate protozero::Message..."Show more Source: third_party/perfto/sdk/perfto.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/perfto/sdk/perfto.h 13. "duration.seconds(), kSecondsPerHour); }  Timestamp TimeUtil::NanosecondsToTimestamp(int64_t nanos) { return CreateNormalized&lt;Timestamp&gt;(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, &amp;seconds, &amp;nanos)) { return false; } timestamp = CreateNormalized&lt;Timestamp&gt;(seconds, nanos); return true; }  Timestamp TimeUtil::GetCurrentTime() { int64_t seconds; ..."Show more </pre>	<p>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:</p> <pre> 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. </pre>
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<p>&lt;@suppressed_user&gt; Someone told me about a try flag for only generating builds and not running any tests. But now I can't find it. Anyone?</p>	<p>Source Documents:</p> <ol style="list-style-type: none"> <li>1. "g to Try&gt;". These builds enable Hardened Runtime and only differ from production builds in that they are not Notarized which should not otherwise affect functionality, (other than the ability to easily launch the browser on macOS 10.15+ -- see quaran..."Show more</li> <li>2. "Pushing to Try"Source: docs/contributing/debugging/debugging_on_macos.rst</li> </ol> <p>=====</p> <p>"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.</p> <p>First, &lt;doc:ensure that you can push to Try &lt;configuration&gt;".</p> <p>..."Show more</p> <p>Source: tools/tryselect/docs/index.rst</p> <ol style="list-style-type: none"> <li>3. "hes.</li> </ol> <p>Outside the build oddities because of the setup, it should be noted that those builds are as close as possible to upstream. This means:</p> <ul style="list-style-type: none"> <li>- the mozilla-central hash they run against is not matching the source code it builds from, and one sho..."Show more</li> </ul> <p>Source: build/docs/snap.rst</p> <ol style="list-style-type: none"> <li>4. "andbox</li> </ol> <p>Some additional options might be needed, check the code-coverage mozconfigs used on CI to be sure:</p> <ul style="list-style-type: none"> <li>browser/config/mozconfigs/linux64/code-coverage,</li> <li>browser/config/mozconfigs/win64/code-coverage,</li> <li>browser/config/mozconfigs/macosx64/code-coverage..."Show more</li> </ul> <p>Source: tools/code-coverage/docs/index.rst</p> <ol style="list-style-type: none"> <li>5. "_and_test</li> </ol>	<p>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.</p>
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<p>&lt;@suppressed_user&gt; I don't think git-cinnabar supports partial checkouts does it?</p>	<p>Source Documents: 1. "g to Try&gt;". These builds enable Hardened Runtime and only differ from production builds in that they are not Notarized which should not otherwise affect functionality, (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 =====</p> <p>"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.</p> <p>First, &lt;doc&gt;ensure that you can push to Try &lt;configuration&gt;". ..."Show more Source: tools/tryselect/docs/index.rst 3. "hes.</p> <p>Outside the build oddities because of the setup, it should be noted that those builds are as close as possible to upstream. This means:</p> <p>- 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</p> <p>Some additional options might be needed, check the code-coverage mozconfigs 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/docs/index.rst 5. "_and_test )</p> <pre>cmd_opt() {   CMAKE_BUILD_TYPE="RelWithDebInfo"   CMAKE_CXX_FLAGS+=" -D.JXL_DEBUG_WARNING -D.JXL_DEBUG_ON_ERROR"   cmake_configure "sg"   cmake_build_and_test }</pre> <pre>cmd_coverage() {   # -O0 prohibits stack space reuse -&gt; causes stack-overflow..."Show more   Source: third_party/peg-xl/ci.sh   6. "[it-test] --setrel=wasm_moz_intgemm=true: skip-if: (!getBuildConfiguration("x64") &amp;&amp; !   getBuildConfiguration("x86") &amp;&amp; !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 &lt;&lt; GTEST_FLAG(break_on_failure);   return;   }    if (strcmp(flag, "catch_exceptions") == 0) {   cout &lt;&lt; GTEST_FLAG(catch_exceptions);   return;   }    if (strcmp..."Show more   Source: security/nss/gtests/google_test/gtest/test/googletest-env-var-test.cc   8. "[it-test] skip-if: true"   Source: js/src/jit-test/tests/wasm/spec/gcharness/directives.txt   9. "[it-test] skip-if: true"   Source: js/src/jit-test/tests/wasm/spec/exception-handling/harness/directives.txt   10. "[it-test] skip-if: true"   Source: js/src/jit-test/tests/wasm/spec/memory64/harness/directives.txt   11. "nes. <p>Outside the build oddities because of the setup, it should be noted that those builds are as close as possible to upstream. This means:</p> <p>- 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"</p> <p>Once these flags are set, your Focus builds will include any local modifications present in these projects.</p> <p>See a [demo of auto-publication workflow in action](https://www.youtube.com/watch?v=qZk8zVvQGc).</p> <pre>##..."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", "\"\""  vectorDrawables.useSupportLibrary = true }</pre> <p>..."Show more Source: mobile/android/focus-android/app/build.gradle 14. " name: "webrtc/try/mac_dbg_m1"</p> <pre>} 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 {       recipients: "webrtc-troopers-robots@google.com"     }     template: "infra_failure"... "Show more Source: third_party/libwebrtc/infra/config/luci-notify.cfg</pre> </pre>	<p>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.</p>
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<p>&lt;@suppressed_user&gt; is there any really really simple place to store an int that isnt prefs? I want to store a timestamp preferably with more than seconds precision (so I dont want to just /1000 it)</p>	<pre> Source Documents: 1. "stampSeconds&lt;int64, Flexible&gt;" will discard any subsecond precision during deserialization from 'int64' 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()", kSecondsPerHour); }  Timestamp TimeUtil::NanosecondsToTimestamp(int64_t nanos) { return CreateNormalized&lt;Timestamp&gt;(nanos / kNanosPerSecond, nanos % kNanosPerSecond); }  Timestamp TimeUtil::M..."Show more Source: toolkit/components/protobuf/src/google/protobuf/util/time_util.cc 3. "stampSeconds"; /// use std::time::Duration, SystemTime); /// /// #[serde_as] /// ##[derive(Debug, PartialEq)] /// #[derive(Deserialize, Serialize)] /// struct Timestamps { /// #[serde_as(as = "TimestampSeconds&lt;int64&gt;")] /// st_int64: SystemTime..."Show more Source: third_party/rust/serde_with/src/lib.rs 4. "timestamp.seconds()" { let zero = DateTime::Utc&gt;::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 5. "&gt;milliseconds&lt;/td&gt; "&gt;ticks (100 nanoseconds)&lt;/td&gt; "&gt;Jan 1, 1970&lt;/td&gt; "&gt; "&gt;UDTS_WINDOWS_FILE_TIME&lt;/td&gt; "&gt;int64_&lt;/td&gt; "&gt; "&gt;ticks (100 nanoseconds)&lt;/td&gt; "&gt;Jan 1, 1601&lt;/td&gt; "&gt; "&gt; "&gt;UDTS_DOTNET_DATE_TIME&lt;/td&gt;..."Show more Source: intl/icu/source/18/uniconv/utmscale.h 6.  static constexpr FieldMetadata_TimestampDeltaUs kTimestampDeltaUs{}; void set_timestamp_delta_us(int64_t value) { static constexpr uint32_t field_id = FieldMetadata_TimestampDeltaUs::kFieldId; // Call the appropriate protozero::Message..."Show more Source: third_party/perftoolsdk/perfto.h 7. "mp = ::protozero::proto_utils::FieldMetadata&lt; 2, ::protozero::proto_utils::RepetitionType::kNotRepeated, ::protozero::proto_utils::ProtoSchemaType::kUIntint64, uint64_t, ClockSnapshot_Clock&gt;;  static constexpr FieldMe..."Show more Source: third_party/perftoolsdk/perfto.h 8. "ublic boolean hasTimestamp() { return state == STATE_TIMESTAMP    state == STATE_TIMESTAMP_ADVANCING; }  /* * Returns whether the timestamp appears to be advancing. If (@code true), call (@link * #getTimestampSystemTimeUs()) and (@link..."Show more Source: mobile/android/exoplayer2/src/main/java/org/mozilla/thirdparty/com/google/android/exoplayer2/audio/AudioTimestampPoller.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 * * h..."Show more Source: mobile/android/exoplayer2/src/main/java/org/mozilla/thirdparty/com/google/android/exoplayer2/util/TimeDValueQueue.java 10. "timestamp.seconds()" { let zero = DateTime::Utc&gt;::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 11. "stampSeconds&lt;int64, Flexible&gt;" will discard any subsecond precision during deserialization from 'int64' 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 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/perftoolsdk/perfto.h 13.  static constexpr FieldMetadata_TimestampDeltaUs kTimestampDeltaUs{}; void set_timestamp_delta_us(int64_t value) { static constexpr uint32_t field_id = FieldMetadata_TimestampDeltaUs::kFieldId; // Call the appropriate protozero::Message..."Show more Source: third_party/perftoolsdk/perfto.h 14. "use std::fmt; use std::time::SystemTime;  use humantime::{ 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/humantime/extern_impl.rs 15. "duration.seconds()", kSecondsPerHour); }  Timestamp TimeUtil::NanosecondsToTimestamp(int64_t nanos) { return CreateNormalized&lt;Timestamp&gt;(nanos / kNanosPerSecond, nanos % kNanosPerSecond); }  Timestamp TimeUtil::M..."Show more Source: toolkit/components/protobuf/src/google/protobuf/util/time_util.cc </pre>	<p>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:</p> <pre> 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. </pre>
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<p>Source Documents:</p> <pre> 1. "const TEST_PAGE = `data:text/html,&lt;html&gt;&lt;body&gt;&lt;a href="about:blank" target="_blank" &gt;Test&lt;a&gt;&lt;body&gt;&lt;/html&gt;`; const { CHROME_ALL, CHROME_REMOTE_WINDOW, CHROME_FISSION_WINDOW } = ClnslWebBrowserChrome;  /**  * 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 =&gt; {   gBrowser.tabContainer.addEventListener(     "TabOpen",     openEvent =&gt; resolve(openEvent.target),     { once: true }   ); });  ..."Show more Source: urlloader/lexthandler/tests/mochitest/browser_protocol_ask_dialog.js 5. "add_task(async function () {   let browserLoadedPromise = BrowserTestUtils.browserLoaded(     gBrowser.selectedBrowser,     false,     "about:mozilla"   );   window.browser.DOMWindow.openURI(     makeURI("about:mozilla"),     null,     ClnslBrowserDO..."Show more Source: browser/base/content/test/general/browser_bug537474.js 6. "const TEST_PAGE = `data:text/html,&lt;html&gt;&lt;body&gt;&lt;a href="about:blank" target="_blank" &gt;Test&lt;a&gt;&lt;body&gt;&lt;/html&gt;`; const { CHROME_ALL, CHROME_REMOTE_WINDOW, CHROME_FISSION_WINDOW } = ClnslWebBrowserChrome;  /**  * Tests that when we open new browser win..."Show more Source: docshell/test/navigation/browser_test-content-chromeflags.js 7. "n(browser1, [], getChildRootOuterId); let browser2ID = await SpecialPowers.spawn(browser2, [], getChildRootOuterId);  is(browser1ID, winID,   "Browser 1 frame script environment should have the correct chromeOuterWindowID"); is(browser..."Show more Source: dom/base/test/chrome/test_chromeOuterWindowID.xhtml 8. "add_task(async function () {   let browserLoadedPromise = BrowserTestUtils.browserLoaded(     gBrowser.selectedBrowser,     false,     "about:mozilla"   );   window.browser.DOMWindow.openURI(     makeURI("about:mozilla"),     null,     ClnslBrowserDO..."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/components/urbar/tests/browser/browser_locationBarCommand.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,&lt;html&gt;&lt;body&gt;&lt;a href="about:blank" target="_blank" &gt;Test&lt;a&gt;&lt;body&gt;&lt;/html&gt;`; const { CHROME_ALL, CHROME_REMOTE_WINDOW, CHROME_FISSION_WINDOW } = ClnslWebBrowserChrome;  /**  * 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. "ns.BROWSER_CHROME_URL,   "_blank",   features,   // window arguments   url,   extraOptions,   null,   null,   null,   null,   null,   null..."Show more Source: browser/base/content/browser.js 14. " </pre>		<p>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.</p>
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<@suppressed\_user> Is there a helper function somewhere in the frontend to open a new browser window (BROWSER\_CHROME\_URL), and return a promise which resolves when gBrowser is available in that new window?

<p>&lt;@suppressed_user&gt; Hello everyone, I'm looking to perform a full rebranding of the Firefox application and package it as my custom browser.</p> <p>I have already built the firefox on Linux and Windows, and was able to make name changes by changing MOZ_APP_NAME in several locations, it did changed the name, but the process running is still firefox-default on Linux and Nightly on Windows</p> <p>Could someone point me to the relevant documentation or provide guidance on how to accomplish this? Thank you!</p>	<p>Source Documents: 1. "# -.- 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) fo..."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 bytes! Even on a fast connection, this can take ten to f..."Show more Source: docs/setup/linux_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/.</p> <p>brandShortName=Firefox brandFullName=Mozilla Firef..."Show more Source: mobile/android/branding/official/locales/en-US/brand.properties 5. "ding is "browser/branding/unofficial" ).</p> <p>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" .</p> <p>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-s..."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 # 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 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/.</p> <p>brandShorterName=Firefox brandShortName=Firefox br..."Show more Source: browser/branding/official/locales/en-US/brand.properties 9. "# 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/.</p> <p>brandShortName=Firefox brandFullName=Mozilla Firef..."Show more Source: mobile/android/branding/official/locales/en-US/brand.properties 10. "# 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/.</p> <p>brandShorterName=Firefox brandShortName=Firefox De..."Show more Source: browser/branding/aurora/locales/en-US/brand.properties 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/.</p> <p>: Package file for the Firefox build. : : Packagin..."Show more Source: browser/installer/package-manifest.in 12. "tption: Windows process for bootstrapping the browser process. includes: - browser/app/winlauncher/"")" meta: owners_emeritus: - Aaron Klotz - "toshi components: - Fire..."Show more Source: mots.yaml 13. "&lt;?xml version="1.0" encoding="UTF-8"?&gt; &lt;component type="desktop-application"&gt; &lt;id&gt;org.mozilla.firefox&lt;/id&gt; &lt;launchable type="desktop-id"&gt;org.mozilla.firefox.desktop&lt;/launchable&gt; &lt;name&gt;Firefox&lt;/name&gt; &lt;developer_name&gt;Mozilla&lt;/developer_name&gt; ..."Show more Source: taskcluster/docker/firefox-fatpak/org.mozilla.firefox.appdata.xml.in 14. "ding is "browser/branding/unofficial" ).</p> <p>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" .</p> <p>Both the full and stub installers a..."Show more Source: browser/installer/windows/docs/InstallerBuild.rst 15. ===== Firefox Home (New Tab) =====</p> <p>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</p>	<p>To fully rebrand Firefox and ensure that the process names reflect your custom browser, you need to modify the branding files and possibly some build configuration files. Start by updating the branding directory under browser/branding with your custom icons, logos, and names. Ensure you change MOZ_APP_NAME and MOZ_APP_DISPLAYNAME in the moz.build and convars.sh files. Additionally, you may need to update the application.in file to reflect your custom names. For the process names, you might need to modify the firefox.exe and related binaries directly, which can be done by editing the source code where these names are defined, typically in nsAppRunner.cpp and other related files. For more detailed guidance, refer to the Mozilla Build Documentation (https://firefox-source-docs.mozilla.org/contributing/directory_structure.html) and the branding documentation (https://searchfox.org/mozilla-central/source/browser/branding).</p>
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<p>&lt;@suppressed_user&gt; Hi, I am trying to debug an issue with fenix on my Pixel 6a where it crashes. I wanted to run a debug build to get a stack trace. I set up the build and it completed without errors, but when I start the intent it immediately fails with no output (the log in android studio is just connected/disconnected from target VM). Any advice on how to debug this? Is my phone haunted?</p>	<p>Source Documents: 1. <a href="#">"# Telemetry</a></p> <p>Fenix uses Mozilla's telemetry service (Glean) to measure feature performance and engagement.</p> <p><b>## Glean pings and metrics</b></p> <p>By using the Glean SDK, Fenix can send the pings the SDK owns and defines, as documented [in the Glean SDK docs]().<a href="#">"Show more</a> Source: <a href="#">mobile/android/fenix/docs/telemetry.md</a> 2. <a href="#">"# Crash Monitoring</a></p> <p><b>## Important</b></p> <p>* 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...<a href="#">"Show more</a> Source: <a href="#">mobile/android/fenix/docs/Crash-Monitoring.md</a> 3. <a href="#">"ActivityManager: Start proc: 1666 org.mozilla.fenix.debug/u0a91 for service org.mozilla.fenix.debug/androidx.work.impl.background.systemjob.SystemJobService</a> 05-26 11:45:22.693 1666 1666 W Ila.fenix.debu: Unexpected CPU variant for X86 using defaults...<a href="#">"Show more</a> Source: <a href="#">python/mozperfest/mozperfest/tests/data/home_activity.txt</a> 4. <a href="#">"# Logging Crash Information</a></p> <p><b>## Retrieving crash reports from the application</b></p> <p>* 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...<a href="#">"Show more</a> Source: <a href="#">mobile/android/fenix/docs/Logging-Crash-Information.md</a> 5. <a href="#">"ion</a></p> <p><b>#### Stack trace</b></p> <p>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 ...<a href="#">"Show more</a> Source: <a href="#">mobile/android/focus-android/docs/Crash-Reporting-with-Sentry.md</a> 6. <a href="#">".....</a> Fenix .....</p> <p>Specific documentation on a few topics is available at:</p> <p>... toctree: :maxdepth: 1</p> <p>Acronym Dictionary <a href="#">"&lt;Acronym-dictionary.md&gt;</a> Addressing a performance regression <a href="#">"&lt;Ad...&gt;"Show more</a> Source: <a href="#">mobile/android/fenix/docs/index.rst</a> 7. <a href="#">"orts 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...&gt;"Show more</a> Source: <a href="#">mobile/android/docs/geckoview/contributor-for-gecko-engineers.rst</a> 8. <a href="#">"....._fenix-contributor-guide:</a></p> <p>Building Firefox for Android .....</p> <p>As a first step, you need to set up your development environment using the instruction <code>ref: here &lt;firefox_for_android&gt;</code>.</p> <p>Before building, set the paths to your...<a href="#">"Show more</a> Source: <a href="#">mobile/android/docs/fenix.rst</a> 9. <a href="#">" 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.</a></p> <p>...<a href="#">"Show more</a> Source: <a href="#">mobile/android/fenix/README.md</a> 10. <a href="#">"# Logging Crash Information</a></p> <p><b>## Retrieving crash reports from the application</b></p> <p>* 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...<a href="#">"Show more</a> Source: <a href="#">mobile/android/fenix/docs/Logging-Crash-Information.md</a> 11. <a href="#">"# Telemetry</a></p> <p>Fenix uses Mozilla's telemetry service (Glean) to measure feature performance and engagement.</p> <p><b>## Glean pings and metrics</b></p> <p>By using the Glean SDK, Fenix can send the pings the SDK owns and defines, as documented [in the Glean SDK docs]().<a href="#">"Show more</a> Source: <a href="#">mobile/android/fenix/docs/telemetry.md</a> 12. <a href="#">"....._fenix-contributor-guide:</a></p> <p>Building Firefox for Android .....</p> <p>As a first step, you need to set up your development environment using the instruction <code>ref: here &lt;firefox_for_android&gt;</code>.</p> <p>Before building, set the paths to your...<a href="#">"Show more</a> Source: <a href="#">mobile/android/docs/fenix.rst</a> 13. <a href="#">"# Logging Crash Information</a></p> <p><b>## Retrieving crash reports from the application</b></p> <p>* 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...<a href="#">"Show more</a> Source: <a href="#">mobile/android/fenix/docs/Logging-Crash-Information.md</a> 14. <a href="#">" 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.</a></p> <p>...<a href="#">"Show more</a> Source: <a href="#">mobile/android/fenix/README.md</a> 15. <a href="#">"ActivityManager: Start proc: 1666 org.mozilla.fenix.debug/u0a91 for service org.mozilla.fenix.debug/androidx.work.impl.background.systemjob.SystemJobService</a> 05-26 11:45:22.693 1666 1666 W Ila.fenix.debu: Unexpected CPU variant for X86 using defaults...<a href="#">"Show more</a> Source: <a href="#">python/mozperfest/mozperfest/tests/data/home_activity.txt</a></p>	<p>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 <code>/gradlew app:installFenixDebug</code> and then start it with <code>adb shell am start -n org.mozilla.fenix.debug/org.mozilla.fenix.debug.App</code>. 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.</p>
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