# Artículos de Mozilla Hacks

## 1. Improving Firefox Stability in the Enterprise by Reducing DLL Injection

*Autor: Haik Aftandilian Photo | Fecha: 2025-03-25T11:31:16-07:00*

Resumen: Beginning in version 138, Firefox will offer an alternative to DLL injection for Data Loss Prevention (DLP) deployments in enterprise environments. DLL Injection DLL injection into Firefox is a topic we've covered on the Hacks blog before. In 2023, we blogged about the Firefox capability to let users block third-party DLLs from being loaded. We […]

URL: https://hacks.mozilla.org/2025/03/improving-firefox-stability-in-the-enterprise-by-reducing-dll-injection/

## 2. Launching Interop 2025

*Autor: Avatar photo | Fecha: 2025-02-13T08:59:13-08:00*

Resumen: Interop 2025 continues the mission to make the web more consistent across browsers, building on 2024's 95% interoperability score. This year, 19 focus areas target key developer needs and long-standing issues, including WebRTC improvements, Storage Access API, and CSS Zoom.

URL: https://hacks.mozilla.org/2025/02/interop-2025/

## 3. Introducing Uniffi for React Native: Rust-Powered Turbo Modules

*Autor: Desconocido | Fecha: 2024-12-04T11:38:01-08:00*

Resumen: Mozilla and Filament have introduced Uniffi for React Native, a tool that allows developers to leverage the safety and performance benefits of Rust in cross-platform React Native apps.

URL: https://hacks.mozilla.org/2024/12/introducing-uniffi-for-react-native-rust-powered-turbo-modules/

## 4. Llamafile v0.8.14: a new UI, performance gains, and more

*Autor: Avatar photo | Fecha: 2024-10-16T06:32:30-07:00*

Resumen: Discover the latest release of Llamafile 0.8.14, an open-source AI tool by Mozilla Builders. With a new command-line chat interface, enhanced performance, and support for powerful models, Llamafile makes it easy to run large language models (LLMs) on your own hardware. Learn more about the updates and how to get involved with this cutting-edge project.

URL: https://hacks.mozilla.org/2024/10/llamafile-v0-8-14-a-new-ui-performance-gains-and-more/

## 5. 0Din: A GenAI Bug Bounty Program – Securing Tomorrow's AI Together

*Autor: Desconocido | Fecha: 2024-08-08T11:39:13-07:00*

Resumen: As AI continues to evolve, so do the threats against it. As these GenAI systems become more sophisticated and widely adopted, ensuring their security and ethical use becomes paramount. 0Din is a groundbreaking GenAI bug bounty program dedicated specifically to help secure GenAI systems and beyond. In this blog, you'll learn about 0Din, how it works, and how you can participate and make a difference in securing our AI future.

URL: https://hacks.mozilla.org/2024/08/0din-a-genai-bug-bounty-program-securing-tomorrows-ai-together/

## 6. Announcing Official Puppeteer Support for Firefox

*Autor: Avatar photo | Fecha: 2024-08-07T08:44:40-07:00*

Resumen: We're pleased to announce that, as of version 23, the Puppeteer browser automation library now has first-class support for Firefox. This means that it's now easy to write automation

and perform end-to-end testing using Puppeteer, and run against both Chrome and Firefox.
URL: https://hacks.mozilla.org/2024/08/puppeteer-support-for-firefox/


## 7. Snapshots for IPC Fuzzing
*Autor: Avatar photo | Fecha: 2024-06-27T09:18:49-07:00*
Resumen: Process separation remains one of the most important parts of the Firefox security model and securing our IPC (Inter-Process Communication) interfaces is crucial to keep privileges in the different processes separated. We take a more detailed look at our newest tool for finding vulnerabilities in these interfaces – snapshot fuzzing.
URL: https://hacks.mozilla.org/2024/06/snapshots-for-ipc-fuzzing/


## 8. Sponsoring sqlite-vec to enable more powerful Local AI applications
*Autor: Avatar photo | Fecha: 2024-06-25T08:25:58-07:00*
Resumen: Today we're proud to announce the next Mozilla Builders project: sqlite-vec. Led by independent developer Alex Garcia, this project brings vector search functionality to the beloved SQLite embedded database. Alex has been working on this problem for a while, and we think his latest approach will have a great impact by providing application developers with a powerful new tool for building Local AI applications.
URL: https://hacks.mozilla.org/2024/06/sponsoring-sqlite-vec-to-enable-more-powerful-local-ai-applications/


## 9. Experimenting with local alt text generation in Firefox Nightly
*Autor: Picture of Tarek | Fecha: 2024-05-31T09:43:46-07:00*
Resumen: Firefox 130 will introduce an experimental new capability to automatically generate alt-text for images using a fully private on-device AI model. The feature will be available as part of Firefox's built-in PDF editor, and our end goal is to make it available in general browsing for users with screen readers.
URL: https://hacks.mozilla.org/2024/05/experimenting-with-local-alt-text-generation-in-firefox-nightly/


## 10. Llamafile's progress, four months in
*Autor: Avatar photo | Fecha: 2024-04-25T08:34:08-07:00*
Resumen: When Mozilla's Innovation group first launched the llamafile project late last year, we were thrilled by the immediate positive response from open source AI developers. It's become one of Mozilla's top three most-favorited repositories on GitHub, attracting a number of contributors, some excellent PRs, and a growing community on our Discord server.
URL: https://hacks.mozilla.org/2024/04/llamafiles-progress-four-months-in/


## 11. Porting a cross-platform GUI application to Rust
*Autor: Desconocido | Fecha: 2024-04-23T12:08:08-07:00*
Resumen: In this blog post, we delve into the motivations for choosing Rust for our crash reporter, outline the unique challenges of designing an application that operates when the main browser has failed, and discuss the new architecture we've implemented. We also share insights into the technical nuances of the implementation, demonstrating how Rust's features are leveraged to handle crashes more effectively and securely.
URL: https://hacks.mozilla.org/2024/04/porting-a-cross-platform-gui-application-to-rust/


## 12. Prototype even faster with the Gradio UI for Figma component library

Resumen: In the fast-paced world of generative AI, staying ahead means moving swiftly and smartly. That's why we've embraced Gradio, the low-code prototyping toolkit from Hugging Face, as our go-to for bringing new ideas to life.
URL: https://hacks.mozilla.org/2024/04/prototype-even-faster-with-the-gradio-ui-for-figma-component-library/

## 13. Improving Performance in Firefox and Across the Web with Speedometer 3

Resumen: In collaboration with the other major browser engine developers, Mozilla is thrilled to announce Speedometer 3 today. Like previous versions of Speedometer, this benchmark measures what we think matters most for performance online: responsiveness. But today's release is more open and more challenging than before, and is the best tool for driving browser performance improvements that we've ever seen.
URL: https://hacks.mozilla.org/2024/03/improving-performance-in-firefox-and-across-the-web-with-speedometer-3/

## 14. Announcing Interop 2024

Resumen: Following the success of Interop 2023, we are pleased to confirm that the project will continue in 2024 with a new selection of focus areas, representing areas of the web platform where we think we can have the biggest positive impact on users and web developers.
URL: https://hacks.mozilla.org/2024/02/announcing-interop-2024/

## 15. Option Soup: the subtle pitfalls of combining compiler flags

Resumen: During the Firefox 120 beta cycle, a new crash signature appeared on our radars with significant volume. Engineers working on Firefox, explore the subtle pitfalls of combining compiler flags.
URL: https://hacks.mozilla.org/2024/01/option-soup-the-subtle-pitfalls-of-combining-compiler-flags/

## 16. Puppeteer Support for the Cross-Browser WebDriver BiDi Standard

Resumen: Puppeteer now supports the next-generation, cross-browser WebDriver BiDi standard. This new protocol makes it easy for web developers to write automated tests that work across multiple browser engines.
URL: https://hacks.mozilla.org/2023/12/puppeteer-webdriver-bidi/

## 17. Firefox Developer Edition and Beta: Try out Mozilla's .deb package!

Resumen: A month ago, we introduced our Nightly package for Debian-based Linux distributions. Today, we are proud to announce we made our .deb package available for Developer Edition and Beta!
URL: https://hacks.mozilla.org/2023/11/firefox-developer-edition-and-beta-try-out-mozillas-deb-package/

## 18. Introducing llamafile

Resumen: We're thrilled to announce the first release of llamafile, inviting the open source community to join this groundbreaking project. With llamafile, you can effortlessly convert large

language model (LLM) weights into executables. Imagine transforming a 4GB file of LLM weights into a binary that runs smoothly on six different operating systems, without requiring installation.
URL: https://hacks.mozilla.org/2023/11/introducing-llamafile/

## 19. Mozilla AI Guide Launch with Summarization Code Example
*Autor: Avatar photo | Fecha: 2023-11-16T08:20:15-08:00*
Resumen: Mozilla has just launched the AI Guide, a collaborative hub for developers to join forces, inspire each other, and lead the way in groundbreaking generative AI advancements. The AI Guide's initial focus begins with language models and the aim is to become a collaborative community-driven resource covering other types of models.
URL: https://hacks.mozilla.org/2023/11/mozilla-ai-guide-launch-with-summarization-code-example/

## 20. Down and to the Right: Firefox Got Faster for Real Users in 2023
*Autor: Desconocido | Fecha: 2023-10-31T09:29:05-07:00*
Resumen: To deliver against our vision and enable a better online experience for everyone, we've been working hard on making Firefox even faster. We're extremely happy to report that this has resulted in a significant improvement in speed over the past year.
URL: https://hacks.mozilla.org/2023/10/down-and-to-the-right-firefox-got-faster-for-real-users-in-2023/

## 21. Built for Privacy: Partnering to Deploy Oblivious HTTP and Prio in Firefox
*Autor: Avatar photo | Fecha: 2023-10-12T06:02:35-07:00*
Resumen: Protecting user privacy is a core element of Mozilla's vision for the web and the internet at large. In pursuit of this vision, we're pleased to announce new partnerships with Fastly and Divvi Up to deploy privacy-preserving technology in Firefox.
URL: https://hacks.mozilla.org/2023/10/built-for-privacy-partnering-to-deploy-oblivious-http-and-prio-in-firefox/

## 22. Faster Vue.js Execution in Firefox
*Autor: Desconocido | Fecha: 2023-09-05T09:39:32-07:00*
Resumen: Firefox performance on Vue.js has improved significantly throughout the year. Most recently, we sped up reactivity with Proxy optimizations. This change landed in Firefox 118, so it's currently on Beta and will ride along to Release by the end of September.
URL: https://hacks.mozilla.org/2023/09/faster-vue-js-execution-in-firefox/

## 23. Autogenerating Rust-JS bindings with UniFFI
*Autor: Desconocido | Fecha: 2023-08-08T04:15:31-07:00*
Resumen: This blog post will walk through how we developed UniFFI: a Rust library for auto-generating foreign language bindings. We will walk through some of the issues that arose along the way and how we handled them.
URL: https://hacks.mozilla.org/2023/08/autogenerating-rust-js-bindings-with-uniffi/

## 24. So you want to build your own open source ChatGPT-style chatbot…
*Autor: Avatar photo | Fecha: 2023-07-27T10:52:57-07:00*
Resumen: Artificial intelligence may well prove one of the most impactful and disruptive technologies to come along in years. We want to understand, support, and contribute to these efforts because we believe that they offer one of the best ways to help ensure that the AI

systems that emerge are truly trustworthy. With this in mind, a small team within Mozilla's innovation group recently undertook a hackathon at our headquarters in San Francisco. Our objective: build a Mozilla internal chatbot prototype.
URL: https://hacks.mozilla.org/2023/07/so-you-want-to-build-your-own-open-source-chatbot/

## 25. Letting users block injected third-party DLLs in Firefox

*Autor: Desconocido | Fecha: 2023-03-30T11:41:16-07:00*

Resumen: In Firefox 110, users now have the ability to control which third-party DLLs are allowed to load into Firefox processes. Let's talk about what this means and when it might be useful.
URL: https://hacks.mozilla.org/2023/03/letting-users-block-injected-third-party-dlls-in-firefox/

## 26. Mozilla Launches Responsible AI Challenge

*Autor: Avatar photo | Fecha: 2023-03-14T13:42:38-07:00*

Resumen: We want entrepreneurs and builders to join us in creating a future where AI is developed through this responsible lens. That's why we are relaunching our Mozilla Builders program with the Responsible AI Challenge.
URL: https://hacks.mozilla.org/2023/03/mozilla-launches-responsible-ai-challenge/

## 27. Announcing Interop 2023

*Autor: Avatar photo | Fecha: 2023-02-01T09:02:13-08:00*

Resumen: Interop 2022 showed significant improvements in the interoperability of multiple platform features, along with several cross-browser investigations that looked into complex, under-specified, areas of the platform where interoperability has been difficult to achieve. Building on this, we're pleased to announce Interop 2023, the next iteration of the Interop project.
URL: https://hacks.mozilla.org/2023/02/announcing-interop-2023/

## 28. Interop 2022: Outcomes

*Autor: Avatar photo | Fecha: 2023-01-31T09:04:42-08:00*

Resumen: Last March we announced the Interop 2022 project, a collaboration between Apple, Bocoup, Google, Igalia, Microsoft, and Mozilla to improve the quality and consistency of their implementations of the web platform. Now that it's 2023 and we're deep into preparations for the next iteration of Interop, it's a good time to reflect on how the first year of Interop has gone.
URL: https://hacks.mozilla.org/2023/01/interop-2022-outcomes/

## 29. How the Mozilla Community helps shape our products

*Autor: Desconocido | Fecha: 2022-12-07T10:48:54-08:00*

Resumen: A product is first an idea, then a project, and then a prototype. Here, at Mozilla, our awesome community is there every step of the way to support and contribute to our products. None of what we do would be possible without this multicultural, multilingual community of like-minded people working together to be a better internet.
URL: https://hacks.mozilla.org/2022/12/how-the-mozilla-community-helps-to-shape-our-products/

## 30. Improving Firefox stability with this one weird trick

*Autor: Desconocido | Fecha: 2022-11-22T06:16:56-08:00*

Resumen: We break down how we reduced Firefox out-of-memory crashes on Windows with a simple trick. Poorly behaving web pages and apps are no longer capable of crashing the browser by exhausting memory.
URL: https://hacks.mozilla.org/2022/11/improving-firefox-stability-with-this-one-weird-trick/

## 31. Revamp of MDN Web Docs Contribution Docs

*Autor: Desconocido | Fecha: 2022-10-31T10:47:12-07:00*

Resumen: The MDN Web Docs team recently undertook a project to revamp and reorganize the "Contribution Docs". These are all the pages on MDN that describe what's what – the templates and page structures, how to perform a task on MDN, how to contribute to MDN, and the community guidelines to follow while contributing to this massive open source project.
URL: https://hacks.mozilla.org/2022/10/revamp-of-mdn-web-docs-contribution-docs/

## 32. Improving Firefox responsiveness on macOS

*Autor: Desconocido | Fecha: 2022-10-10T08:13:02-07:00*

Resumen: If you're running Firefox on macOS you might have noticed that its responsiveness has improved significantly in version 103, especially if you've got a lot of tabs, or when your machine is busy running other applications at the same time. This improvement was achieved via a small change in how locking is implemented within Firefox's memory allocator.
URL: https://hacks.mozilla.org/2022/10/improving-firefox-responsiveness-on-macos/

## 33. The 100% Markdown Expedition

*Autor: Desconocido | Fecha: 2022-09-08T02:14:51-07:00*

Resumen: In June 2021, we decided to start converting the source code for MDN web docs from HTML into a format that would be easier for us to work with. The goal was to get 100% of our manually-written documentation converted to Markdown, and we really had a mountain of source code to climb for this particular expedition. In this post, we'll describe why we decided to migrate to Markdown, and the steps you can take that will help us on our mission.
URL: https://hacks.mozilla.org/2022/09/the-100-percent-markdown-expedition/

## 34. Merging two GitHub repositories without losing commit history

*Autor: Desconocido | Fecha: 2022-08-29T00:54:58-07:00*

Resumen: How do you merge two Git repositories without losing history? This post will take you through the step-by-step process.
URL: https://hacks.mozilla.org/2022/08/merging-two-github-repositories-without-losing-commit-history/

## 35. Neural Machine Translation Engine for Firefox Translations add-on

*Autor: Desconocido | Fecha: 2022-06-29T07:50:41-07:00*

Resumen: Firefox Translations is a website translation add-on that provides an automated translation of web content. In this article, we will discuss the technical challenges around the development of the translation engine and how we solved them to build a usable Firefox Translations add-on.
URL: https://hacks.mozilla.org/2022/06/neural-machine-translation-engine-for-firefox-translations-add-on/

## 36. The JavaScript Specification has a New License

*Autor: Desconocido | Fecha: 2022-06-27T08:05:35-07:00*

Resumen: As part of our work to ensure a free and open web, we've been working together with Ecma International, and many partners to write a License inspired by the W3C Document and Software License. Our goal was that JavaScript's status would align with other specifications of the Web. In addition, with this new license available to all TCs at Ecma International, this will provide other organizations to approach standardization with the same perspective.
URL: https://hacks.mozilla.org/2022/06/the-specification-for-javascript-has-a-new-license/

## 37. Fuzzing rust-minidump for Embarrassment and Crashes – Part 2

*Autor: Desconocido | Fecha: 2022-06-23T10:19:31-07:00*
Resumen: For the last year, we've been working on the development of rust-minidump, a pure-Rust replacement for the minidump-processing half of google-breakpad. The final part in this series takes you through fuzzing rust-minidump.
URL: https://hacks.mozilla.org/2022/06/fuzzing-rust-minidump-for-embarrassment-and-crashes/

## 38. Hacks Decoded: Bikes and Boomboxes with Samuel Aboagye

*Autor: Avatar photo | Fecha: 2022-06-16T08:00:15-07:00*
Resumen: Samuel Aboagye is a genius. Aboagye is 17 years old. In those 17 years, he's crafted more inventions than you have, probably. Among them: a solar-powered bike and a Bluetooth speaker, both using recycled materials. We caught up with Aboagye over video chat in hopes that he'd talk with us about his creations, and ultimately how he's way cooler than any of us at 17.
URL: https://hacks.mozilla.org/2022/06/hacks-decoded-bikes-and-boomboxes-with-samuel-aboagye/

## 39. Everything Is Broken: Shipping rust-minidump at Mozilla – Part 1

*Autor: Desconocido | Fecha: 2022-06-14T08:05:06-07:00*
Resumen: For the last year, we've been working on the development of rust-minidump, a pure-Rust replacement for the minidump-processing half of google-breakpad. The first in this two-part series explains what minidumps are, and how we made rust-minidump.
URL: https://hacks.mozilla.org/2022/06/everything-is-broken-shipping-rust-minidump-at-mozilla/

## 40. Training efficient neural network models for Firefox Translations

*Autor: Desconocido | Fecha: 2022-06-07T08:25:47-07:00*
Resumen: The Bergamot project is a collaboration between Mozilla, University of Edinburgh, Charles University in Prague, the University of Sheffield, and University of Tartu with funding from the European Union's Horizon 2020 research and innovation programme. It brings MT to the local environment, providing small, high-quality, CPU optimized NMT models. The Firefox Translations web extension utilizes proceedings of project Bergamot and brings local translations to Firefox. In this article, we will discuss the components used to train our efficient NMT models.
URL: https://hacks.mozilla.org/2022/06/training-efficient-neural-network-models-for-firefox-translations/

## 41. Improved Process Isolation in Firefox 100

*Autor: Desconocido | Fecha: 2022-05-12T08:09:10-07:00*
Resumen: Firefox uses a multi-process model for additional security and stability while browsing: Web Content (such as HTML/CSS and Javascript) is rendered in separate processes that are isolated from the rest of the operating system and managed by a privileged parent process. This way, the amount of control gained by an attacker that exploits a bug in a content

process is limited. In this article, we would like to dive a bit further into the latest major milestone we have reached: Win32k Lockdown, which greatly reduces the capabilities of the content process when running on Windows.
URL: https://hacks.mozilla.org/2022/05/improved-process-isolation-in-firefox-100/

## 42. Common Voice dataset tops 20,000 hours
*Autor: Avatar photo | Fecha: 2022-04-28T08:23:57-07:00*
Resumen: The latest Common Voice dataset, released today, has achieved a major milestone: More than 20,000 hours of open-source speech data that anyone, anywhere can use. The dataset has nearly doubled in the past year. Mozilla's Common Voice seeks to change the language technology ecosystem by supporting communities to collect voice data for the creation of voice-enabled applications for their own languages.
URL: https://hacks.mozilla.org/2022/04/common-voice-dataset-tops-20000-hours/

## 43. MDN Plus now available in more regions
*Autor: Desconocido | Fecha: 2022-04-28T03:05:35-07:00*
Resumen: Almost a month ago, we announced MDN Plus, a new premium service on MDN that allows users to customize their experience on the website. We are very glad to announce today that it is now possible for MDN users around the globe to create an MDN Plus free account, no matter where they are.
URL: https://hacks.mozilla.org/2022/04/mdn-plus-now-available-in-more-markets/

## 44. Adopting users' design feedback
*Autor: Desconocido | Fecha: 2022-04-21T08:04:05-07:00*
Resumen: On March 1st, 2022, MDN Web Docs released a new design and a new brand identity. Overall, the community responded to the redesign enthusiastically and we received many positive messages and kudos. We also received valuable feedback on some of the things we didn't get quite right, like the browser compatibility table changes as well as some accessibility and readability issues.
URL: https://hacks.mozilla.org/2022/04/adopting-users-design-feedback/

## 45. Mozilla partners with the Center for Humane Technology
*Autor: Avatar photo | Fecha: 2022-04-13T08:02:02-07:00*
Resumen: We're pleased to announce that we have partnered with Center for Humane Tech, a nonprofit organization that radically reimagines the digital infrastructure. Its mission is to drive a comprehensive shift toward humane technology that supports the collective well-being, democracy and shared information environment.
URL: https://hacks.mozilla.org/2022/04/mozilla-partners-with-the-center-for-humane-technology/

## 46. Performance Tool in Firefox DevTools Reloaded
*Autor: Desconocido | Fecha: 2022-03-30T07:59:00-07:00*
Resumen: In Firefox 98, we're shipping a new version of the existing Performance panel. This panel is now based on the Firefox profiler tool that can be used to capture a performance profile for a web page, inspect visualized performance data and analyze it to identify slow areas.
URL: https://hacks.mozilla.org/2022/03/performance-tool-in-firefox-devtools-reloaded/

## 47. Introducing MDN Plus: Make MDN your own

*Autor: Desconocido | Fecha: 2022-03-24T09:00:29-07:00*

Resumen: MDN is one of the most trusted resources for information about web standards, code samples, tools, and everything you need as a developer to create websites. Today, we are launching MDN Plus, our first step to providing a personalized and more powerful experience while continuing to invest in our always free and open webdocs.

URL: https://hacks.mozilla.org/2022/03/introducing-mdn-plus-make-mdn-your-own/

## 48. Mozilla and Open Web Docs working together on MDN

*Autor: Desconocido | Fecha: 2022-03-17T07:07:34-07:00*

Resumen: For both MDN and Open Web Docs (OWD), transparency is paramount to our missions. With the upcoming launch of MDN Plus, we believe it's a good time to talk about how our two organizations work together, and if there is a financial relationship between us. Here is an overview of how our missions overlap and how they differ, and how a premium subscription service fits all this.

URL: https://hacks.mozilla.org/2022/03/mozilla-and-open-web-docs-working-together-on-mdn/

## 49. Announcing Interop 2022

*Autor: Desconocido | Fecha: 2022-03-03T09:00:02-08:00*

Resumen: Writing high quality standards is a necessary first step to an interoperable web platform, but ensuring that browsers are consistent in their behavior requires an ongoing process. Browsers must work to ensure that they have a shared understanding of web standards, and that their implementation matches that understanding. Interop 2022 is a cross-browser initiative to find and address the most important interoperability pain points on the web platform. The end result is a public metric that will assess progress toward fixing these interoperability issues.

URL: https://hacks.mozilla.org/2022/03/interop-2022/

## 50. A new year, a new MDN

*Autor: Desconocido | Fecha: 2022-03-01T06:00:24-08:00*

Resumen: If you've accessed the MDN website today, you probably noticed that it looks quite different. We hope it's a good different. Let us explain! In mid-2021 we started to think about modernizing MDN's design, to create a clean and inviting website that makes navigating our 44,000 articles as easy as possible. We wanted to create a more holistic experience for our users, with an emphasis on improved navigability and a universal look and feel across all our pages.

URL: https://hacks.mozilla.org/2022/03/a-new-year-a-new-mdn/

## 51. Version 100 in Chrome and Firefox

*Autor: Karl Dubost | Fecha: 2022-02-15T10:05:20-08:00*

Resumen: Chrome and Firefox will reach version 100 in a couple of months. This has the potential to cause breakage on sites that rely on identifying the browser version to perform business logic.  This post covers the timeline of events, the strategies that Chrome and Firefox are taking to mitigate the impact, and how you can help.

URL: https://hacks.mozilla.org/2022/02/version-100-in-chrome-and-firefox/

## 52. Improving the Storage Access API in Firefox

Resumen: Before we roll out State Partitioning for all Firefox users, we intend to make a few privacy and ergonomic improvements to the Storage Access API. In this blog post, we'll detail a few of the new changes we made.
URL: https://hacks.mozilla.org/2022/02/improving-the-storage-access-api-in-firefox/

## 53. Retrospective and Technical Details on the recent Firefox Outage
Resumen: On January 13th 2022, Firefox became unusable for close to two hours for users worldwide. This incident interrupted many people's workflow. This post highlights the complex series of events and circumstances that, together, triggered a bug deep in the networking code of Firefox.
URL: https://hacks.mozilla.org/2022/02/retrospective-and-technical-details-on-the-recent-firefox-outage/

## 54. Hacks Decoded: Adewale Adetona
Resumen: Adetona Adewale Akeem, more popularly known as iSlimfit, is a Nigeria-born revered digital technologist and marketing expert. He is the co-founder of Menopays, a fintech startup offering another Buy Now Pay Later (BNPL) option across Africa. We chatted with him about founding Menopays and the impact of tech solutions developed in Nigeria.
URL: https://hacks.mozilla.org/2022/01/hacks-decoded-adewale-adetona/

## 55. Contributing to MDN: Meet the Contributors
Resumen: If you've ever built anything with web technologies, you're probably familiar with MDN Web Docs. With about 13,000 pages documenting how to use programming languages such as HTML, CSS and JavaScript, the site has about 8,000 people using it at any given moment. MDN relies on contributors to help maintain its ever-expanding and up to date documentation. We reached out to 4 long-time community contributors to talk about how and why they started contributing, why they kept going, and ask what advice they have for new contributors.
URL: https://hacks.mozilla.org/2022/01/contributing-to-mdn-meet-the-contributors/

## 56. Hacks Decoded: Sara Soueidan, Award-Winning UI Design Engineer and Author
Resumen: Sara Soueidan is an independent Web UI and design engineer, author, speaker, and trainer from Lebanon. Currently, she's working on a new course, "Practical Accessibility," meant to teach devs and designers ways to make their products accessible. We chatted with Sara about front-end web development, the importance of design and her appreciation of birds.
URL: https://hacks.mozilla.org/2021/12/hacks-decoded-sara-soueidan-award-winning-ui-design-engineer-and-author/

## 57. WebAssembly and Back Again: Fine-Grained Sandboxing in Firefox 95
Resumen: In Firefox 95, we're shipping a novel sandboxing technology called RLBox — developed in collaboration with researchers at the University of California San Diego and the University of Texas — that makes it easy and efficient to isolate subcomponents to make the

browser more secure. This technology opens up new opportunities beyond what's been possible with traditional process-based sandboxing, and we look forward to expanding its usage and (hopefully) seeing it adopted in other browsers and software projects.
URL: https://hacks.mozilla.org/2021/12/webassembly-and-back-again-fine-grained-sandboxing-in-firefox-95/

## 58. Hacks Decoded: Seyi Akiwowo, Founder of Glitch
*Autor: Avatar photo | Fecha: 2021-11-30T08:02:27-08:00*
Resumen: Seyi Akiwowo's reputation precedes her. Akiwowo is the founder of Glitch, an organization that seeks to end online abuse. We spoke with Seyi over video chat to learn about what drives her, why she does what she does and what she'd be doing if not battling trolls online for a living.
URL: https://hacks.mozilla.org/2021/11/hacks-decoded-seyi-akiwowo-founder-of-glitch/

## 59. Hacks Decoded: Thomas Park, Founder of Codepip
*Autor: Avatar photo | Fecha: 2021-10-20T07:35:47-07:00*
Resumen: Welcome to our Hacks: Decoded Interview series! We spoke with Thomas Park over email about coding, his favourite apps and his past life at Mozilla. Thomas is the founder of Codepip, a platform he created for coding games that helps people learn HTML, CSS, JavaScript, etc. The most popular game is Flexbox Froggy.
URL: https://hacks.mozilla.org/2021/10/hacks-decoded-thomas-park-founder-of-codepip/

## 60. Lots to see in Firefox 93!
*Autor: Profile photo of Ruth John | Fecha: 2021-10-08T09:45:37-07:00*
Resumen: Firefox 93 comes with lots of lovely updates including AVIF image format support, filling of XFA-based forms in its PDF viewer and protection against insecure downloads by blocking downloads relying on insecure connections.
URL: https://hacks.mozilla.org/2021/10/lots-to-see-in-firefox-93/

## 61. Implementing form filling and accessibility in the Firefox PDF viewer
*Autor: Desconocido | Fecha: 2021-10-07T08:13:02-07:00*
Resumen: Last year, during lockdown, many discovered the importance of PDF forms when having to deal remotely with administrations and large organizations like banks. Firefox supported displaying PDF forms, but it didn't support filling them: users had to print them, fill them by hand, and scan them back to digital form. We decided it was time to reinvest in the PDF viewer (PDF.js) and support filling PDF forms within Firefox to make our users' lives easier.
URL: https://hacks.mozilla.org/2021/10/implementing-form-filling-and-accessibility-in-the-firefox-pdf-viewer/

## 62. Control your data for good with Rally
*Autor: Avatar photo | Fecha: 2021-10-06T07:55:48-07:00*
Resumen: In a world where data and AI are reshaping society, people currently have no tangible way to put their data to work for the causes they believe in. To address this, we built the Rally platform, a first-of-its-kind tool that enables you to contribute your data to specific studies and exercise consent at a granular level. Mozilla Rally puts you in control of your data while building a better Internet and a better society.
URL: https://hacks.mozilla.org/2021/10/control-your-data-for-good-with-rally/

## 63. Tab Unloading in Firefox 93

*Autor: Haik Aftandilian Photo | Fecha: 2021-10-05T09:52:07-07:00*

Resumen: Starting with Firefox 93, Firefox will monitor available system memory and, should it ever become so critically low that a crash is imminent, Firefox will respond by unloading memory-heavy but not actively used tabs. This feature is currently enabled on Windows and will be deployed later for macOS and Linux as well.

URL: https://hacks.mozilla.org/2021/10/tab-unloading-in-firefox-93/

## 64. MDN Web Docs at Write the Docs Prague 2021

*Autor: Desconocido | Fecha: 2021-10-01T05:46:37-07:00*

Resumen: The MDN Web Docs team is pleased to sponsor Write the Docs Prague 2021, which is being held remotely this year. We're excited to join hundreds of documentarians to learn more about collaborating with writers, developers, and readers to make better documentation. We plan to take part in all that the conference has to offer, including the Writing Day, Job Fair, and the virtual hallway track.

URL: https://hacks.mozilla.org/2021/10/mdn-web-docs-at-write-the-docs-prague-2021/

## 65. Time for a review of Firefox 92

*Autor: Profile photo of Ruth John | Fecha: 2021-09-08T08:17:15-07:00*

Resumen: Release time comes around so quickly! This month we have quite a few CSS updates, along with the new Object.hasOwn() static method for JavaScript.

URL: https://hacks.mozilla.org/2021/09/time-for-a-review-of-firefox-92/

## 66. Spring cleaning MDN: Part 2

*Autor: Profile photo of Ruth John | Fecha: 2021-08-18T08:05:06-07:00*

Resumen: Last month we removed a bunch of content from MDN. MDN is 16 years old (and yes it can drink in some countries), all that time ago it was a great place for all of Mozilla to document all of their things. As MDN evolved and the web reference became our core content, other areas became less relevant to the overall site. We have ~11k active pages on MDN, so keeping them up to date is a big task and we feel our focus should be there.

URL: https://hacks.mozilla.org/2021/08/spring-cleaning-mdn-part-2/

## 67. Hopping on Firefox 91

*Autor: Profile photo of Ruth John | Fecha: 2021-08-10T08:04:27-07:00*

Resumen: August is already here, which means so is Firefox 91! For developers, Firefox 91 supports the Visual Viewport API and Intl.DateTimeFormat object additions.

URL: https://hacks.mozilla.org/2021/08/hopping-on-firefox-91/

## 68. How MDN's autocomplete search works

*Autor: Desconocido | Fecha: 2021-08-03T08:49:30-07:00*

Resumen: Last month, Gregor Weber and Peter Bengtsson added an autocomplete search to MDN Web Docs, that allows you to quickly jump straight to the document you're looking for by typing parts of the document title. This is the story about how that's implemented.

URL: https://hacks.mozilla.org/2021/08/mdns-autocomplete-search/

## 69. Spring Cleaning MDN: Part 1

Resumen: As we're all aware by now, we made some big platform changes at the end of 2020. Whilst the big move has happened, it's given us a great opportunity to clear out the cupboards and closets.
URL: https://hacks.mozilla.org/2021/07/spring-cleaning-mdn-part-1/

## 70. Getting lively with Firefox 90
Resumen: As the summer rolls around for those of us in the northern hemisphere, temperatures are high and unwinding with a cool ice tea is high on the agenda. Isn't it lucky then that Background Update is here for Windows, which means Firefox can update even if it's not running. We can just sit back and relax! Also this release we see a few nice JavaScript additions, including private fields and methods for classes, and the at() method for Array, String and TypedArray global objects. This blog post just provides a set of highlights.
URL: https://hacks.mozilla.org/2021/07/getting-lively-with-firefox-90/

## 71. Implementing Private Fields for JavaScript
Resumen: When implementing a language feature for JavaScript, an implementer must make decisions about how the language in the specification maps to the implementation. Private fields is an example of where the specification language and implementation reality diverge, at least in SpiderMonkey– the JavaScript engine which powers Firefox. To understand more, I'll explain what private fields are, a couple of models for thinking about them, and explain why our implementation diverges from the specification language.
URL: https://hacks.mozilla.org/2021/06/implementing-private-fields-for-javascript/

## 72. Looking fine with Firefox 89
Resumen: Firefox 89 has smartened up and brings with it a slimmed-down, slightly more minimalist interface. Along with this new look, we get some great styling features including a force-colours feature for media queries and better control over how fonts are displayed. The long-awaited top-level await keyword for JavaScript modules is now enabled, as well as the PerformanceEventTiming interface, which is another addition to the performance suite of APIs: 89 really has been working out!
URL: https://hacks.mozilla.org/2021/06/looking-fine-with-firefox-89/

## 73. Improving Firefox stability on Linux
Resumen: Roughly a year ago at Mozilla we started an effort to improve Firefox stability on Linux. This effort quickly became an example of good synergies between FOSS projects.
URL: https://hacks.mozilla.org/2021/05/improving-firefox-stability-on-linux/

## 74. Introducing Firefox's new Site Isolation Security Architecture
Resumen: Like any web browser, Firefox loads code from untrusted and potentially hostile websites and runs it on your computer. To protect you against new types of attacks from malicious sites and to meet the security principles of Mozilla, we set out to redesign Firefox on

desktop.
URL: https://hacks.mozilla.org/2021/05/introducing-firefox-new-site-isolation-security-architecture/

## 75. Pyodide Spin Out and 0.17 Release

*Autor: Desconocido | Fecha: 2021-04-22T08:17:11-07:00*

Resumen: We are happy to announce that Pyodide has become an independent and community-driven project. We are also pleased to announce the 0.17 release for Pyodide with many new features and improvements. Pyodide consists of the CPython 3.8 interpreter compiled to WebAssembly which allows Python to run in the browser.
URL: https://hacks.mozilla.org/2021/04/pyodide-spin-out-and-0-17-release/

## 76. Never too late for Firefox 88

*Autor: Desconocido | Fecha: 2021-04-19T08:18:52-07:00*

Resumen: April is upon us, and we have a most timely release for you — Firefox 88. In this release you will find a bunch of nice CSS additions including :user-valid and :user-invalid support and image-set() support, support for regular expression match indices, removal of FTP protocol support for enhanced security, and more! This blog post […]
URL: https://hacks.mozilla.org/2021/04/never-too-late-for-firefox-88/

## 77. QUIC and HTTP/3 Support now in Firefox Nightly and Beta

*Autor: Dragana Damjanovic | Fecha: 2021-04-16T13:04:21-07:00*

Resumen: Support for QUIC and HTTP/3 is now enabled by default in Firefox Nightly and Firefox Beta and we are planning to start a rollout on the release in Firefox Stable Release 88. HTTP/3 will be available by default by the end of May.
URL: https://hacks.mozilla.org/2021/04/quic-and-http-3-support-now-in-firefox-nightly-and-beta/

## 78. Eliminating Data Races in Firefox – A Technical Report

*Autor: Avatar photo | Fecha: 2021-04-06T08:21:46-07:00*

Resumen: We successfully deployed ThreadSanitizer in the Firefox project to eliminate data races in our remaining C/C++ components. In the process, we found several impactful bugs and can safely say that data races are often underestimated in terms of their impact on program correctness. We recommend that all multithreaded C/C++ projects adopt the ThreadSanitizer tool to enhance code quality.
URL: https://hacks.mozilla.org/2021/04/eliminating-data-races-in-firefox-a-technical-report/

## 79. A web testing deep dive: The MDN web testing report

*Autor: Desconocido | Fecha: 2021-04-01T07:53:46-07:00*

Resumen: For the last couple of years, we've run the MDN Web Developer Needs Assessment (DNA) Report, which aims to highlight the key issues faced by developers building web sites and applications. This has proved to be an invaluable source of data for browser vendors and other organizations to prioritize improvements to the web platform. This year we did a deep dive into web testing, and we are delighted to be able to announce the publication of this follow-on work, available at our insights.developer.mozilla.org site along with our other Web DNA publications.
URL: https://hacks.mozilla.org/2021/04/a-web-testing-deep-dive-the-mdn-web-testing-report/

## 80. MDN localization in March — Tier 1 locales unfrozen, and future plans

*Autor: Desconocido | Fecha: 2021-03-25T09:05:25-07:00*

Resumen: Since we last talked about MDN localization, a lot of progress has been made. In this post we'll talk you through the unfreezing of Tier 1 locales, and the next steps in our plans to stop displaying non-active and unmaintained locales.

URL: https://hacks.mozilla.org/2021/03/mdn-localization-in-march-tier-1-locales-unfrozen-and-future-plans/

## 81. In March, we see Firefox 87

*Autor: Desconocido | Fecha: 2021-03-23T08:56:13-07:00*

Resumen: Nearing the end of March now, and we have a new version of Firefox ready to deliver some interesting new features to your door. This month, we've got some rather nice DevTools additions in the form of prefers-color-scheme media query emulation and toggling :target pseudo-classes, some very useful additions to editable DOM elements: the beforeinput event and getTargetRanges() method, and some nice security, privacy, and macOS screenreader support updates.

URL: https://hacks.mozilla.org/2021/03/in-march-we-see-firefox-87/

## 82. How MDN's site-search works

*Autor: Desconocido | Fecha: 2021-03-22T10:02:05-07:00*

Resumen: Periodically, the whole of MDN is built, by our Node code , in a GitHub Action. A Python script bulk-publishes this to Elasticsearch. Our Django server queries the same Elasticsearch via /api/v1/search. The site-search page is a static single-page app that sends XHR requests to the /api/v1/search endpoint. Search results' sort-order is determined by match and "popularity".

URL: https://hacks.mozilla.org/2021/03/how-mdns-site-search-works/

## 83. Here's what's happening with the Firefox Nightly logo

*Autor: Avatar photo | Fecha: 2021-02-26T11:43:01-08:00*

Resumen: The internet was set on fire (pun intended) this week, by what I'm calling 'fox gate', and chances are you might have seen a meme or two about the Firefox logo. Many people were pulling up for a battle royale because they thought we had scrubbed fox imagery from our browser. We can confirm, that this is definitely not happening.

URL: https://hacks.mozilla.org/2021/02/heres-whats-happening-with-the-firefox-nightly-logo/

## 84. A Fabulous February Firefox — 86!

*Autor: Desconocido | Fecha: 2021-02-23T08:07:03-08:00*

Resumen: Looking into the near distance, we can see the end of February loitering on the horizon, threatening to give way to March at any moment. To keep you engaged until then, we'd like to introduce you to Firefox 86.

URL: https://hacks.mozilla.org/2021/02/a-fabulous-february-firefox-86/

## 85. Introducing State Partitioning

*Autor: Desconocido | Fecha: 2021-02-23T05:30:51-08:00*

Resumen: State Partitioning is the technical term for a new privacy feature in Firefox called Total Cookie Protection, which will be available in ETP Strict Mode in Firefox 86. This article shows how State Partitioning works inside of Firefox and explains what developers of third-party integrations can do to stay compatible with the latest changes.

URL: https://hacks.mozilla.org/2021/02/introducing-state-partitioning/

## 86. MDN localization update, February 2021
*Autor: Desconocido | Fecha: 2021-02-11T08:06:23-08:00*
Resumen: In our previous post, An update on MDN Web Docs' localization strategy, we explained our broad strategy for moving forward with allowing translation edits on MDN again. The MDN localization communities are waiting for news of our progress on unfreezing the top-tier locales, and here we are. In this post we'll look at where we've got to so far in 2021, and what you can expect moving forward.
URL: https://hacks.mozilla.org/2021/02/mdn-localization-update-february-2021/

## 87. Browser fuzzing at Mozilla
*Autor: Desconocido | Fecha: 2021-02-09T08:50:56-08:00*
Resumen: Mozilla has been fuzzing Firefox and its underlying components for a while. It has proven itself to be one of the most efficient ways to identify quality and security issues. In general, we apply fuzzing on different levels: there is fuzzing the browser as a whole but a significant amount of time is also spent on fuzzing isolated code (e.g. with libFuzzer) or even whole components such as the JS engine using separate shells with various fuzzers. For the purpose of this blog post, we will talk specifically about browser fuzzing only, and go into detail on the pipeline we've developed.
URL: https://hacks.mozilla.org/2021/02/browser-fuzzing-at-mozilla/

## 88. January brings us Firefox 85
*Autor: Desconocido | Fecha: 2021-01-26T08:15:45-08:00*
Resumen: To wrap up January, we are proud to bring you the release of Firefox 85. In this version we are bringing you support for the :focus-visible pseudo-class in CSS and associated devtools, , and the complete removal of Flash support from Firefox. We'd also like to invite you to preview two exciting new JavaScript features in the current Firefox Nightly — top-level await and relative indexing via the .at() method. Have fun!
URL: https://hacks.mozilla.org/2021/01/january-brings-us-firefox-85/

## 89. Welcoming Open Web Docs to the MDN family
*Autor: Desconocido | Fecha: 2021-01-25T09:36:18-08:00*
Resumen: We're happy and proud to announce Open Web Docs, to support a community of technical writers around creation and long-term maintenance of web platform technology documentation that is open and inclusive for all.
URL: https://hacks.mozilla.org/2021/01/welcoming-open-web-docs-to-the-mdn-family/

## 90. Analyzing Bugzilla Testcases with Bugmon
*Autor: Desconocido | Fecha: 2021-01-21T06:46:15-08:00*
Resumen: As a member of Mozilla's fuzzing team, our job is not only to find bugs, but to do what we can to help get those bugs fixed as quickly as possible. To further reduce the delay in getting these bugs fixed, we wanted to automate as much of this process as possible. This effort resulted in the development of Bugmon; a tool that automates these basic triage tasks for Firefox and SpiderMonkey bugs directly in Bugzilla.
URL: https://hacks.mozilla.org/2021/01/analyzing-bugzilla-testcases-with-bugmon/

## 91. Porting Firefox to Apple Silicon

*Autor: Desconocido | Fecha: 2021-01-20T08:18:04-08:00*

Resumen: The release of Apple Silicon-based Macs at the end of last year generated a flurry of news coverage and some surprises at the machine's performance. This post details some background information on the experience of porting Firefox to run natively on these CPUs.
URL: https://hacks.mozilla.org/2021/01/porting-firefox-to-apple-silicon/

## 92. Improving Cross-Browser Testing, Part 2: New Automation Features in Firefox Nightly

*Autor: Desconocido | Fecha: 2021-01-12T11:16:43-08:00*

Resumen: It's clear that WebDriver needs to grow to meet the capabilities of DevTools-based automation. However, that process will take time, and we want more developers to be able to run their automated tests in Firefox today. To that end, we have shipped an experimental implementation of parts of CDP in Firefox Nightly, specifically targeting the use cases of end-to-end testing using Google's Puppeteer, and the CDP-based features of Selenium 4.
URL: https://hacks.mozilla.org/2021/01/improving-cross-browser-testing-part-2-new-automation-features-in-firefox-nightly/

## 93. Improving Cross-Browser Testing, Part 1: Web Application Testing Today

*Autor: Desconocido | Fecha: 2020-12-17T08:19:49-08:00*

Resumen: Testing web applications can be a challenge. At Mozilla, we see that as a call to action. With our commitment to building a better Internet, we want to provide web developers with the tools they need to build great web experiences – including great tools for testing. In this series of posts, we will explore the current web-application testing landscape and explain what Firefox is doing today to allow developers to run more kinds of tests in Firefox.
URL: https://hacks.mozilla.org/2020/12/cross-browser-testing-part-1-web-app-testing-today/

## 94. 2020 MDN Web Developer Needs Assessment now available

*Autor: Desconocido | Fecha: 2020-12-16T12:06:32-08:00*

Resumen: The 2020 MDN Web Developer Needs Assessment (DNA) report is now available! This post takes you through what we've accomplished in 2020 based on the findings in the inaugural report, key takeaways of the 2020 survey, and what our next steps are as a result.
URL: https://hacks.mozilla.org/2020/12/2020-mdn-web-developer-needs-assessment-now-available/

## 95. And now for … Firefox 84

*Autor: Desconocido | Fecha: 2020-12-15T08:01:35-08:00*

Resumen: As December ushers in the final curtain for this rather eventful year, there is time left for one more Firefox version to be given its wings. Firefox 84 includes some interesting new features including tab order inspection, complex selector support in :not(), the PerformancePaintTiming API, and more!
URL: https://hacks.mozilla.org/2020/12/and-now-for-firefox-84/

## 96. Welcome Yari: MDN Web Docs has a new platform

*Autor: Desconocido | Fecha: 2020-12-14T10:51:58-08:00*

Resumen: After several intense months of work on such a significant change, the day is finally upon us: MDN Web Docs' new platform (codenamed Yari) is finally launched!
URL: https://hacks.mozilla.org/2020/12/welcome-yari-mdn-web-docs-has-a-new-platform/

## 97. An update on MDN Web Docs' localization strategy

*Autor: Desconocido | Fecha: 2020-12-08T08:20:04-08:00*

Resumen: In our previous post — MDN Web Docs evolves! Lowdown on the upcoming new platform — we talked about many aspects of the new MDN Web Docs platform that we're launching on December 14th. In this post, we'll look at one aspect in more detail — how we are handling localization going forward. We'll talk about how our thinking has changed since our previous post, and detail our updated course of action.

URL: https://hacks.mozilla.org/2020/12/an-update-on-mdn-web-docs-localization-strategy/

## 98. Flying the Nest: WebThings Gateway 1.0

*Autor: Desconocido | Fecha: 2020-12-03T07:59:50-08:00*

Resumen: After four years of incubation at Mozilla, we are excited to announce the release of WebThings Gateway 1.0 and a new home for the WebThings platform. This blog post will explain what to expect from the 1.0 release, the action you need to take if you want to transition your existing WebThings Gateway to new community-run infrastructure, and what to expect from the WebThings project going forward.

URL: https://hacks.mozilla.org/2020/12/flying-the-nest-webthings-gateway-1-0/

## 99. Foundations for the Future

*Autor: Desconocido | Fecha: 2020-11-17T12:00:05-08:00*

Resumen: This week the Servo project took a significant next step in bringing community-led transformative innovations to the web by announcing it will be hosted by the Linux Foundation. Mozilla is pleased to see Servo, which began as a research effort in 2012, open new doors that can lead it to ever broader benefits for users and the web. Working together, the Servo project and Linux Foundation are a natural fit for nurturing continued growth of the Servo community, encouraging investment in development, and expanding availability and adoption.

URL: https://hacks.mozilla.org/2020/11/foundations-for-the-future/

## 100. Firefox 83 is upon us

*Autor: Desconocido | Fecha: 2020-11-17T07:56:46-08:00*

Resumen: Did November spawn a monster this year? In truth, November has given us a few snippets of good news, far from the least of which is the launch of Firefox 83! In this release we've got a few nice additions, including Conical CSS gradients, overflow debugging in the Developer Tools, enabling of WebRender across more platforms, and more besides.

URL: https://hacks.mozilla.org/2020/11/firefox-83-is-upon-us/

## 101. Warp: Improved JS performance in Firefox 83

*Autor: Desconocido | Fecha: 2020-11-13T07:55:59-08:00*

Resumen: With Warp (also called WarpBuilder) we're making big changes to our JIT (just-in-time) compilers, resulting in improved responsiveness, faster page loads and better memory usage. The new architecture is also more maintainable and unlocks additional SpiderMonkey improvements. This post explains how Warp works and how it made SpiderMonkey faster.

URL: https://hacks.mozilla.org/2020/11/warp-improved-js-performance-in-firefox-83/

## 102. MDN Web Docs evolves! Lowdown on the upcoming new platform

*Autor: Desconocido | Fecha: 2020-10-29T08:52:20-07:00*

Resumen: The time has come for Kuma — the platform that powers MDN Web Docs — to

evolve. For quite some time now, the MDN developer team has been planning a radical platform change, and we are ready to start sharing the details of it. The question on your lips might be "What does a Kuma evolve into? A KumaMaMa?"
URL: https://hacks.mozilla.org/2020/10/mdn-web-docs-evolves-lowdown-on-the-upcoming-new-platform/


## 103. MDN Web Docs: Editorial strategy and community participation

*Autor: Desconocido | Fecha: 2020-10-22T07:59:43-07:00*
Resumen: We've made a lot of progress on moving forward with MDN Web Docs in the last couple of months, and we wanted to share where we are headed in the short- to mid-term, starting with our editorial strategy and renewed efforts around community participation.
URL: https://hacks.mozilla.org/2020/10/mdn-web-docs-editorial-strategy-and-community-participation/


## 104. Coming through with Firefox 82

*Autor: Desconocido | Fecha: 2020-10-20T07:48:12-07:00*
Resumen: As October ushers in the tail-end of the year, we are pushing Firefox 82 out the door. This time around we finally enable support for the Media Session API, provide some new CSS pseudo-selector behaviours, close some security loopholes involving the Window.name property, and provide inspection for server-sent events in our developer tools.
URL: https://hacks.mozilla.org/2020/10/coming-through-with-firefox-82/


## 105. A New Backend for Cranelift, Part 1: Instruction Selection

*Autor: Desconocido | Fecha: 2020-10-09T13:09:00-07:00*
Resumen: This post will describe my recent work on Cranelift as part of my day job at Mozilla. In this post, I will set some context and describe the instruction selection problem. In particular, I'll talk about a revamp to the instruction selector and backend framework in general that we've been working on.
URL: https://hacks.mozilla.org/2020/10/a-new-backend-for-cranelift-part-1-instruction-selection/


## 106. To Eleventy and Beyond

*Autor: Desconocido | Fecha: 2020-10-01T08:04:19-07:00*
Resumen: Porting an established static website from one generator to another can be daunting. In this post, Add-ons Engineering Manager Stuart Colville recounts the experience of migrating Firefox Extension Workshop, Mozilla's site for Firefox-specific extension development resources, from the Ruby-based site generator Jekyll to JavaScript-based Eleventy.
URL: https://hacks.mozilla.org/2020/10/to-eleventy-and-beyond/


## 107. An Update on MDN Web Docs

*Autor: Desconocido | Fecha: 2020-08-21T11:03:58-07:00*
Resumen: Mozilla announced some general changes in our investments and we would like to outline how they will impact our MDN platform efforts moving forward. It hurts to make these cuts, and it's important that we be candid on what's changing and why.
URL: https://hacks.mozilla.org/2020/08/an-update-on-mdn-web-docs/


## 108. js13kGames 2020: A lean coding challenge with WebXR and Web Monetization

*Autor: Desconocido | Fecha: 2020-08-12T08:49:36-07:00*

Resumen: Announcing the return of the annual month-long competition for HTML5 game developers. For js13kGames contestants, the file size limit for all entries is set to 13 kilobytes of code. That's what makes this a code golf challenge. In addition to great prizes across a host of categories, including WebXR and Web Monetization, expert game reviewers provide valuable feedback on all submissions.
URL: https://hacks.mozilla.org/2020/08/js13kgames-2020-a-lean-coding-challenge/

## 109. Changes to SameSite Cookie Behavior – A Call to Action for Web Developers
*Autor: Desconocido | Fecha: 2020-08-04T07:45:24-07:00*
Resumen: Browsers are changing the default value of the SameSite attribute for cookies from None to Lax. This will greatly improve security for users. However, some web sites may depend (even unknowingly) on the old default, potentially resulting in site breakage. At Mozilla, we are slowly introducing this change. And we urge web developers to test their sites with the new default.
URL: https://hacks.mozilla.org/2020/08/changes-to-samesite-cookie-behavior/

## 110. Firefox 79: The safe return of shared memory, new tooling, and platform updates
*Autor: Desconocido | Fecha: 2020-07-28T08:06:39-07:00*
Resumen: Firefox 79 offers a new Promise method, more secure target=_blank links, logical assignment operators, tooling improvements for better JavaScript debugging, and many other updates of interest to web developers. In addition, shared memory is back at last, with a safer implementation.
URL: https://hacks.mozilla.org/2020/07/firefox-79/

## 111. MDN Web Docs: 15 years young
*Autor: Desconocido | Fecha: 2020-07-23T01:00:10-07:00*
Resumen: MDN Web Docs turns 15 years old! This celebratory article highlights fifteen big wins of the last five years. With initiatives like the browser compatibility data project, learning areas and new pathways for beginning devs, interactive examples, as well as the Product Advisory Board, the Web DNA Report, and the MDN Swag Store, the MDN community has been busy sharing knowledge with the people who build the web.
URL: https://hacks.mozilla.org/2020/07/mdn-web-docs-15-years-young/

## 112. Safely reviving shared memory
*Autor: Desconocido | Fecha: 2020-07-21T07:46:19-07:00*
Resumen: At Mozilla, we want the web to be capable of running high-performance applications so that users and content authors can choose the safety, agency, and openness of the web platform. Shared-memory multi-threading is an essential low-level building block for high-performance applications. However, keeping users safe is paramount, which is why shared memory and high-resolution timers were effectively disabled at the start of 2018, in light of Spectre. Until now...
URL: https://hacks.mozilla.org/2020/07/safely-reviving-shared-memory/

## 113. Testing Firefox more efficiently with machine learning
*Autor: Avatar photo | Fecha: 2020-07-09T07:30:52-07:00*
Resumen: A browser is an enormously complex piece of software, and it's always in

development. About a year ago, we asked ourselves: how could we do better? Our CI relied heavily on human intervention. What if we could instead correlate patches to tests using historical regression data? Could we use a machine learning algorithm to figure out the optimal set of tests to run? We hypothesized that we could run fewer tests to save money, get results faster, and reduce the cognitive burden on developers.
URL: https://hacks.mozilla.org/2020/07/testing-firefox-more-efficiently-with-machine-learning/

## 114. Adding prefers-contrast to Firefox
*Autor: Desconocido | Fecha: 2020-07-07T07:26:52-07:00*
Resumen: When we talk about the contrast of a page, or contrast between web elements, we're assessing how color choices impact readability. For visitors with low vision, web pages with low or insufficient contrast can be hard to use. In this article, we'll walk through the design and implementation of the prefers-contrast media query in Firefox, and look at why it's so exciting and important.
URL: https://hacks.mozilla.org/2020/07/adding-prefers-contrast-to-firefox/

## 115. Securing Gamepad API
*Autor: Desconocido | Fecha: 2020-07-01T07:44:20-07:00*
Resumen: As part of Mozilla's ongoing commitment to improve the privacy and security of the web platform, over the next few months, we will be making some changes to the Gamepad API. Starting with Firefox 81, the Gamepad API will be restricted to what are known as "secure contexts."
URL: https://hacks.mozilla.org/2020/07/securing-gamepad-api/

## 116. New in Firefox 78: DevTools improvements, new regex engine, and abundant web platform updates
*Autor: Desconocido | Fecha: 2020-06-30T07:46:45-07:00*
Resumen: Firefox 78 heads heads out the door with a new regex engine, updates to the ECMAScript Intl API, new CSS selectors, enhanced support for WebAssembly, some important WebExtensions API updates, and many improvements to the Firefox Developer Tools.
URL: https://hacks.mozilla.org/2020/06/new-in-firefox-78/

## 117. Mozilla WebThings Gateway Kit by OKdo
*Autor: Desconocido | Fecha: 2020-06-24T07:20:13-07:00*
Resumen: Mozilla WebThings Gateway is an open source software distribution focused on privacy, security, and interoperability. It provides a web-based user interface to monitor and control smart home devices over the web. OKdo, a UK vendor offerings IoT technology for hobbyists, educators, and entrepreneurs, has announced the release of the WebThings Gateway Kit, with everything you need to get the Gateway up and running in minutes.
URL: https://hacks.mozilla.org/2020/06/mozilla-webthings-gateway-kit-by-okdo/

## 118. Welcoming Safari to the WebExtensions Community
*Autor: Desconocido | Fecha: 2020-06-23T07:31:07-07:00*
Resumen: Browser extensions give people a way to take control of how they experience the web. This week Apple has announced that Safari is adopting a web-based API for browser extensions similar to Firefox's WebExtensions API, making it easy to build once and run in multiple browsers. Developers can get started with Firefox Extension Workshop or consult the

comprehensive documentation on MDN for API coverage details.
URL: https://hacks.mozilla.org/2020/06/welcoming-safari-to-the-webextensions-community/


## 119. Compiler Compiler: A Twitch series about working on a JavaScript engine

*Autor: Desconocido | Fecha: 2020-06-18T07:37:53-07:00*

Resumen: Yulia Startsev, a JavaScript engineer on Firefox's SpiderMonkey team, introduces her new Twitch stream called Compiler Compiler. In the three opening interactive episodes, we get an inside look at how the JavaScript Specification, ECMA-262, is implemented in SpiderMonkey, by reading the spec and fixing issues in the implementation.
URL: https://hacks.mozilla.org/2020/06/compiler-compiler-working-on-a-javascript-engine/


## 120. Introducing the MDN Web Docs Front-end developer learning pathway

*Autor: Desconocido | Fecha: 2020-06-11T09:01:26-07:00*

Resumen: The MDN Web Docs Learning Area teaches fundamentals of modern web development, beginning with HTML, CSS, and JavaScript essentials. In feedback this year, readers asked for a more opinionated, structured approach. They asked for coverage of client-side tooling, frameworks, transformation tools, and deployment tools widely used in today's workplace. Meet the Front-end developer learning pathway from MDN.
URL: https://hacks.mozilla.org/2020/06/introducing-the-mdn-web-docs-front-end-developer-learning-pathway/


## 121. Nuevo en Firefox 77: Mejoras a las herramientas de desarrollo y a la plataforma web

*Autor: Desconocido | Fecha: 2020-06-08T18:23:04-07:00*

Resumen: Tenemos ante nosotros una nueva versión estable de Firefox. La versión 77 viene con varias novedades para los desarrolladores web. En este artículo se presenta simplemente un conjunto de los aspectos más destacados. Para conocer todos los detalles, consulte lo siguiente: Firefox 77 para desarrolladores en MDN Notas de la versión de usuario final de […]
URL: https://hacks.mozilla.org/2020/06/nuevo-en-firefox-77/


## 122. Firefox 77e°RŸ€ýÿ •‹v|€ ]åQwe9,o, Web^sSðfôe°

*Autor: Desconocido | Fecha: 2020-06-08T18:16:59-07:00*

Resumen: Qhe° Firefox zi[šrHkc_ c¨Qúÿ {, 77 rHpº•‹v|€ cÐO›N†fôY e°RŸ€ý0 • {Çe‡zàS T+e°rHg,N-v„|¾_ reloadÿ TŒEvøO•`'0 Firefox 77 v„ Debugger [xN†N N›e°b€]çÿ "O`SïNåVàkdfôR \ lèe¼–d"/0 W(QHRMv„Š Source Map Š-[šv„Sï—`'0 a ‹ Y'[¶VÞX1T z.T+• _®"/Š¤v„ Source Map hHO‹ÿ b P Vàkd_—NåŠ¿etN†‰ãg•
URL: https://hacks.mozilla.org/2020/06/firefox-77/


## 123. Firefox 77e°RŸ€ýÿ _ SÑ]åQwe9•ÛTŒEWeb^sSðfôe°

*Autor: Desconocido | Fecha: 2020-06-08T18:14:11-07:00*

Resumen: Qhe°Firefoxz3[šrHs°]òc¨Qú0 rHg,77N:Web_ SÑNºTX^&geN†‹øY e°RŸ€ý0 g,e‡Sêf/_R~³N†N N DevTools^&gec b ÿ VàN:cF~Ñ0 [žeö'Í•}TŒEO••V˜y•ý— ‰•_—R0_ë• 0 kcxnW0Y t 0 W(rHg,77N-ÿ Firefoxv„Ç NetworkTŒEDebuggerv„n¢Qú‹¾•n N:N†• \1fô{€m v„]åQwh ÿ NetworkTŒEDebuggerl¿u(N ConsolevøT v„ƒ C (Watchpoint)f/Firefox 72N-_ Qev„RŸ€ýÿ SïNåW(• g,‹ûSÖb Q™Qe\^`'v„•Çz N-f,P\bgˆL0 f,P\NKT ÿ Só•.SUÇ Network‹æ`Å—bg•W(kÏk!SÑˆLeö•ýg •Ûkeÿ Y,NÊ]ò_—R0'Íe°g¶g„,0 eçuL—bN-[XW(N‹NöY t Bug• ‹ïÿ O•• bé Firefox 77e/c Y ˜ye°v„Web^sSðRŸ€ý0 String#replaceAll Firefox 67_ QeN†String#matchAllÿ •Üf/N yÍfôO¿N StackOverflowPZQúv„]èY'•!s.ÿ ÿ 0 W(•ÇS»ÿ ,å‰•\ b@g catsfÿcbb dogsÿ _Å˜{‰•O•u(Qh\@kcR ˆh•¾_ .re String#replaceAllÿ •ÙSØ_—fôR f ‹ûN†ÿ .replaceAll('cats', 'dogs'); IndexedDBQIh ‹÷IB Firefox 77\ IDBCurs Firefox […]

## 124. A New RegExp Engine in SpiderMonkey

*Autor: Desconocido | Fecha: 2020-06-04T07:21:38-07:00*

Resumen: Regular expressions – commonly known as RegExps – are a powerful and heavily used tool for manipulating strings in JavaScript. This post describes how we updated the RegExp engine in SpiderMonkey, Firefox's JavaScript engine, by building a shim layer to V8's Irregexp. The outcome: reduced maintenance and stronger collaboration among the browsers, full support for all the new RegExp features, and compatibility with the latest ECMAScript standard.

## 125. New in Firefox 77: DevTool improvements and web platform updates

*Autor: Desconocido | Fecha: 2020-06-02T07:31:22-07:00*

Resumen: Firefox 77 is now available with a variety of developer tool updates and new web platform features. With your feedback, we've removed performance bottlenecks, resulting in faster, leaner JavaScript debugging. We also report on some changes to Firefox extensions, including fewer permission requests.

## 126. Building FunctionTrace, a graphical Python profiler

*Autor: Desconocido | Fecha: 2020-05-20T07:45:31-07:00*

Resumen: Firefox Profiler is a powerful web-based performance analysis interface featuring call trees, stack charts, flame graphs, and more. All data filtering, zooming, slicing, and transformation actions are preserved in shareable URLs. FunctionTrace is a low-overhead profiler that runs on unmodified Python applications. Integrated with Firefox, it's a new breed of analysis tool project built conveniently on top of the Firefox Profiler.

## 127. Firefox 76: Worklets de audio y otros trucos

*Autor: Desconocido | Fecha: 2020-05-13T08:01:55-07:00*

Resumen: Hola amigos, espero que todos estén bien y se mantengan sanos y salvos. Cada nueva versión de nuestro navegador favorito viene siempre con una buena pizca de expectación, ¡y ya estamos aquí con Firefox 76! El soporte de la plataforma web recibe algunas excelentes novedades en esta actualización, como los worklets de audio y ciertas […]

## 128. Firefox 76: Audio worklets NåSÊQvNÖfôe°

*Autor: Desconocido | Fecha: 2020-05-11T21:56:40-07:00*

Resumen: Firefox 76 W( Web ^sSðN cÐO›_ˆhÒv„e°RŸ€ýÿ O‹Y,e9U„ JavaScript v„ Audio Worklets TŒ Intl

## 129. Firefox 76ÿ Audio WorkletTŒQvNÖ‹Àz•

*Autor: Desconocido | Fecha: 2020-05-11T21:54:52-07:00*

Resumen: Firefox 76N:Web^sSðe/c ^&geN†e°v„Qú,rRŸ€ýÿ Y,Audio WorkletTŒJavaScriptv„Intle9•Û{I0 Sæ

## 130. High Performance Web Audio with AudioWorklet in Firefox

*Autor: Desconocido | Fecha: 2020-05-07T08:10:50-07:00*

Resumen: Earlier this week, Audio Worklets landed in the release of Firefox 76. We're ready to start bridging the gap between web audio and native. Developers can now leverage AudioWorklet to write arbitrary audio processing code. This exciting new functionality raises the bar for emerging web experiences like 3D games, VR, and music production.
URL: https://hacks.mozilla.org/2020/05/high-performance-web-audio-with-audioworklet-in-firefox/

## 131. Firefox 76: Audio worklets and other tricks

*Autor: Desconocido | Fecha: 2020-05-05T07:30:48-07:00*

Resumen: Firefox 76 delivers great new features for web platform support, such as Audio Worklets and Intl improvements, on the JavaScript side. Also, we've added a number of topnotch improvements to Firefox DevTools to make JavaScript debugging and development easier and quicker.
URL: https://hacks.mozilla.org/2020/05/firefox-76-audio-worklets-and-other-tricks/

## 132. Fuzzing Firefox with WebIDL

*Autor: Desconocido | Fecha: 2020-04-30T08:12:23-07:00*

Resumen: Fuzzing, or fuzz testing, is an automated approach for testing the safety and stability of software. For the past 3 years, the Firefox fuzzing team has been developing a new fuzzer to identify security vulnerabilities in the implementation of WebAPIs in Firefox. This fuzzer leverages the WebAPIs' own WebIDL definitions as a fuzzing grammar.
URL: https://hacks.mozilla.org/2020/04/fuzzing-with-webidl/

## 133. A Taste of WebGPU in Firefox

*Autor: Desconocido | Fecha: 2020-04-23T07:51:55-07:00*

Resumen: We are excited to bring WebGPU support to Firefox because it will allow richer and more complex graphics applications to run portably on the web. WebGPU is an emerging API, designed from the ground up within the W3C, to provide access to the graphics and computing capabilities of hardware on the web.
URL: https://hacks.mozilla.org/2020/04/experimental-webgpu-in-firefox/

## 134. Engineering code quality in the Firefox browser: A look at our tools and challenges

*Autor: Desconocido | Fecha: 2020-04-21T12:57:59-07:00*

Resumen: Here's an insider's look at Firefox's code quality toolchain that's been designed to manage the ongoing development and monthly releases of our desktop browser. This post explores the architecture, challenges, and ongoing evolution of the process for managing code quality and patches for dealing with 21 million lines of code.
URL: https://hacks.mozilla.org/2020/04/code-quality-tools-at-mozilla/

## 135. Firefox 75: Metas para abril

*Autor: Desconocido | Fecha: 2020-04-14T18:43:07-07:00*

Resumen: Incluso en los actuales tiempos de aislamiento, nuestros equipos de ingeniería han sabido adaptarse, enfocarse y trabajar duro para ofrecer otra nueva y emocionante versión de Firefox al mundo. En lo que respecta a las herramientas para desarrollador, a partir de ahora encontramos un sistema de evaluación instantánea en la consola, puntos de interrupción de […]

## 136. Firefox 75: VÛg e°I#Œa

*Autor: Desconocido | Fecha: 2020-04-14T18:42:15-07:00*

Resumen: SsO•W(• kµ–"–âv„fBg ÿ b P v„]åz W –ŠN_]ò}"Š¿etY}keŠ¿ÿ OÝc \ IèN&RªR›]åO\ÿ N&s{N NäNº,
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eagerÿ N_\1f/N „˜ Š-v„\I`'0  […]

## 137. Firefox 75ÿ VÛg v„•ÜY'_×T

*Autor: Desconocido | Fecha: 2020-04-14T18:41:14-07:00*

Resumen: SsO•W(–"y»eög ÿ b Nìv„]åz Vâ– N_RªR›• ^"0 OÝc N Iè^vRªR›]åO\ÿ N:`¨^&geSÈN N*NäNºQtYK
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## 138. Firefox 75: Ambitions for April

*Autor: Desconocido | Fecha: 2020-04-07T08:29:43-07:00*

Resumen: Firefox 75 is chock full of handy new dev tooling: instant evaluation in the web
console, event breakpoints for WebSockets, and more. New web platform features include
HTML lazy loading for images, the CSS min(), max(), and clamp() functions, public static class
fields, and additions to Web Animations API support.

## 139. Twitter Direct Message Caching and Firefox

*Autor: Desconocido | Fecha: 2020-04-03T14:55:10-07:00*

Resumen: Distinguished engineer Martin Thomson explains how this problem occurred, the
implications for people who might be affected, and how problems of this nature might be
avoided in future. To get there, we need to dig a little into how web caching works.

## 140. Innovating on Web Monetization: Coil and Firefox Reality

*Autor: Desconocido | Fecha: 2020-03-31T11:56:59-07:00*

Resumen: An in-depth introduction to web monetization with Coil. Coil is a payments platform
that doesn't really on advertising or personal data collection to support digital content creators
directly. Firefox Reality is rolling out a Coil-based experiment for creators and consumers, and
you're invited to participate or learn more about how it works, and why Mozilla is involved.

## 141. La seguridad es todavía mejor con Firefox 74

*Autor: Desconocido | Fecha: 2020-03-29T17:50:22-07:00*

Resumen: El día de hoy se lanza Firefox número 74. Las funciones más relevantes que te presentamos esta vez son mejoras en la seguridad: Política de funciones, el encabezado Cross-Origin-Resource-Policy y la eliminación del soporte para TLS 1.0/1.1. También tenemos algunas nuevas funciones de propiedades de texto CSS, el operador de encadenamiento opcional JS y otras […]

URL: https://hacks.mozilla.org/2020/03/la-seguridad-es-todavia-mas-con-firefox-74/

## 142. Firefox 74ÿ pº[‰QhŒæNˆfôY PùP<

*Autor: Desconocido | Fecha: 2020-03-29T17:49:33-07:00*

Resumen: vîRMFirefox 74]ò}"v|^ N†0 • k!b P cÐO›g '͉•v„e°RŸ€ýf/[‰Qh`'v„cÐSGÿ ry_µ{Vueÿ Feature Po DevToolsXž_7RŸ€ýTŒ"/Š¤Oî_©RŸ€ý0  g,e‡T j#S T+N N›'ÍžÞÿ O`N_SïNåW(NåN e‡zàN-•±‹€e°XžRŸ€ý Feature-Policy HTTPj ˜-Š-[š˜ } e‡j"TŒiframeRŸ€ýk –P0 ŠžlÕ{ÄO‹Y,N ÿ  <iframe src="https://example.com Feature-Policy: microphone 'none'; geolocation 'none' CORP b P N_U_u(e/côCross-Origin-Resource-Policy (CORP)j ˜-ÿ QAŠ1}²zÙTŒaÉu(z ^•Và[‰Qh€ 'Ï•xdÇbÒ}U'Ý\ gÐN›•èWßŠËlB0 O‹Y,ÿ <script>TŒ<img>QC} sitePÅQAŠ1QqN«T N }²zÙv„ŠËlB0  SïNå\ j ˜-O•qgNåN {ÄO‹•Ku(CORPÿ O‹Y,ÿ  Cross-Origin-Resource-Po TLSu aK|û}qv„v|\U_ˆÍ‰•ÿ T fBN_SïNåmˆ–dTLS 1.0 / 1.1\ •ôv„Š1Y o m 0 • ˜ RŸ€ýl'g PÏb P ^ g v„•£ž¼g eH TLS […]

URL: https://hacks.mozilla.org/2020/03/security-firefox-74/

## 143. Firefox 74ÿ N:[‰Qh•KNˆfôY N÷P<

*Autor: Desconocido | Fecha: 2020-03-29T17:48:08-07:00*

Resumen: Firefox 74]òNŽNÊeåSÑ^ 0 e°rHg,g '͉•v„e°XžRŸ€ýOSs°W([‰Qh`'e¹—bv„Xž_:ÿ ry_•{Vueÿ feat ˆhÿ  Firefox 74_  SÑNºTX_Å‹û Firefox 74•QzÙQ|[¹`' Firefox 74g ~Èu(b7SÑˆL‹ôf  [‰Qh`'Xž_: ©b NìN†‰ãN PolicyHTTPh Y4N:˜v~§e‡hcTŒiframe‹¾•nRŸ€ýgC–P0 ‹ílÕy:O‹Y,N ÿ  <iframe src="https://example.com" Policy: microphone 'none'; geolocation 'none' CORP b Nì•ØcÐO›[ùCross-Origin-Resource-Policyÿ CORPÿ <script>TŒ<img>QC} v„‹÷lBÿ 0 •Ùg R©NŽQÏ\ o\W(v„eÁ•ïe;Qûÿ O‹Y,SpectreTŒMeltdownÿ NåSÊ•èzÙp¹• g Origin-Resource-Policy: same-site yû–dTLS 1.0 / 1.1 g T •Øg N p¹ÿ OF^v—^N '͉•ÿ ÿ Firefox 74SÖmˆN†[ TLS 1.0 / 1.1^vl¡g b Nì`óPÏv„•£h7PeXîÿ `%— –•• 0  Mozilla0 Google0 MicrosoftTŒAppleNŽ2018^t10g ™–l TLS/SSL'M•n0 NÎs°W(_ YËÿ •Þc¥R0O•u(eçrHg,TLSv„g R¡Vheöÿ Firefox\ •ÔVÞ[‰Qh•Þc¥Y1•%ÿ Secure C

URL: https://hacks.mozilla.org/2020/03/security-firefox-74/

## 144. Learn web technology at "sofa school"

*Autor: Avatar photo | Fecha: 2020-03-25T11:13:54-07:00*

Resumen: Here are some web development learning resources for kids of all ages. All you need is a web browser. This collection looks at social VR experiences using Hubs and Spoke, CSS coloring and games that teach Grid and Flexbox, and WebXR field trips that are out of this world.

URL: https://hacks.mozilla.org/2020/03/learn-web-technology-at-sofa-school/

## 145. Security means more with Firefox 74

*Autor: Desconocido | Fecha: 2020-03-10T08:13:53-07:00*

Resumen: The release of Firefox 74 is focused on security enhancements: Feature Policy, the Cross-Origin-Resource-Policy header, and removal of TLS 1.0/1.1 support. We've also got some new CSS text property features, the JS optional chaining operator, and additional 2D canvas text metric features, along with the usual wealth of DevTools enhancements and bug

fixes.
URL: https://hacks.mozilla.org/2020/03/security-means-more-with-firefox-74-2/

## 146. Future-proofing Firefox's JavaScript Debugger Implementation
*Autor: Desconocido | Fecha: 2020-03-04T13:43:29-08:00*
Resumen: Optimizing the integration of Firefox Developer Tools with the SpiderMonkey JavaScript engine has resulted in many benefits, including the new asynchronous call stack tracking now available in Firefox Developer Edition. In this post you can learn how that was done, down to detailed changes to memory management.
URL: https://hacks.mozilla.org/2020/03/future-proofing-firefoxs-javascript-debugger-implementation/

## 147. Securing Firefox with WebAssembly
*Autor: Desconocido | Fecha: 2020-02-25T06:04:18-08:00*
Resumen: Protecting the security and privacy of individuals is a central tenet of Mozilla's mission. While we continue to make extensive use of both sandboxing and Rust in Firefox to address security challenges in the browser, each has its limitations. Today we're adding a third approach to our arsenal. RLBox, a new sandboxing technology developed by researchers at the University of California, San Diego, and the University of Texas, Austin, allows us to quickly and efficiently convert existing Firefox components to run inside a WebAssembly sandbox.
URL: https://hacks.mozilla.org/2020/02/securing-firefox-with-webassembly/

## 148. WebThings Gateway Goes Global
*Autor: Avatar photo | Fecha: 2020-02-18T07:39:02-08:00*
Resumen: A walkthrough of what's new in the WebThings Gateway 0.11 release, which lets you build your own web things with the latest WebThings Framework libraries. The biggest change in this release is that we now reach WebThings Gateway users in 24 languages beyond English, thanks to translations from WebThings community members around the world. Thank you.
URL: https://hacks.mozilla.org/2020/02/webthings-gateway-goes-global/

## 149. Firefox 73 is upon us
*Autor: Desconocido | Fecha: 2020-02-11T07:52:02-08:00*
Resumen: Today we've released Firefox 73, with useful additions that include CSS and JavaScript updates, and numerous DevTools improvements. We've added to CSS logical properties, pushed performance forward in the Console and the Debugger, and improved the WebSocket inspector. Thanks to all for the ongoing DevTools feedback.
URL: https://hacks.mozilla.org/2020/02/firefox-73-is-upon-us/

## 150. It's the Boot for TLS 1.0 and TLS 1.1
*Autor: Desconocido | Fecha: 2020-02-06T06:35:56-08:00*
Resumen: The Transport Layer Security (TLS) protocol is the de facto means for establishing security on the Web. The newest version, TLS 1.3, improves efficiency and remedies the flaws and weaknesses present in earlier versions. In October 2018, we announced our plans regarding TLS 1.0 and TLS 1.1 deprecation. Now's the time for us to make this change together and move the TLS ecosystem forward.
URL: https://hacks.mozilla.org/2020/02/its-the-boot-for-tls-1-0-and-tls-1-1/

## 151. The Mozilla Developer Roadshow: Asia Tour Retrospective and 2020 Plans

*Autor: Avatar photo | Fecha: 2020-01-21T07:55:02-08:00*

Resumen: November 2019 was a busy month for the Mozilla Developer Roadshow, with stops in five Asian cities —Tokyo, Seoul, Taipei, Singapore, and Bangkok. Today, we're releasing a playlist of the talks presented in Asia, with subtitles available for all these talks in languages spoken in the countries on this tour: Japanese, Korean, Chinese, Thai, as well as English. We covered CSS Subgrid, Mixed Reality, Web Compatibility, and more.

URL: https://hacks.mozilla.org/2020/01/the-mozilla-developer-roadshow-asia-tour-retrospective-and-2020-plans/

## 152. How we built Picture-in-Picture in Firefox Desktop with more control over video

*Autor: Avatar photo | Fecha: 2020-01-15T08:30:30-08:00*

Resumen: A behind-the-scenes look at the evolution of the Picture-in-Picture player for the Firefox Desktop browser. This feature is now available for MacOS, Linux and Windows users. From the beginning, it's been shaped by your feedback and inputs, with user agency as a core principle of our design and development.

URL: https://hacks.mozilla.org/2020/01/how-we-built-picture-in-picture-in-firefox-desktop/

## 153. Firefox 72 — our first song of 2020

*Autor: Desconocido | Fecha: 2020-01-07T07:59:11-08:00*

Resumen: Though we are moving to a more frequent four-week browser release cycle, the Firefox 72 release is feature-rich and full of goodies. It includes many requested DevTools' updates and improvements. We also introduce Shadow Parts and the CSS Motion Path, and useful new JavaScript features. Plus, Picture-in-picture for video is now enabled for Mac and Linux users too!

URL: https://hacks.mozilla.org/2020/01/firefox-72-our-first-song-of-2020/

## 154. Presenting the MDN Web Developer Needs Assessment (Web DNA) Report

*Autor: Desconocido | Fecha: 2019-12-19T06:03:57-08:00*

Resumen: The first annual MDN Developer Needs Assessment aims to represent the voices of developers and designers working on the web. We've analyzed the data provided by more than 28,000 completed surveys, and we've identified 28 discrete needs, sorted into 14 different themes. Four of the top ten needs relate to browser compatibility, our #1 theme. Documentation, Testing, Debugging, and Frameworks round out the top five.

URL: https://hacks.mozilla.org/2019/12/presenting-the-mdn-web-developer-needs-assessment-web-dna-report/

## 155. Mozilla Hacks' 10 most-read posts of 2019

*Autor: Desconocido | Fecha: 2019-12-17T09:22:57-08:00*

Resumen: Mozilla Hacks covered plenty of interesting territory in 2019. Our most popular posts introduced experiments and special projects, and described the evolution of groundbreaking platform technologies like WebAssembly and WASI. Mozilla WebThings continued to engage attention and adoption. And interest in Firefox releases and Firefox DevTools was stronger than ever. Read on.

URL: https://hacks.mozilla.org/2019/12/mozilla-hacks-most-read-blog-posts-of-2019/

## 156. Debugging Variables With Watchpoints in Firefox 72

*Autor: Desconocido | Fecha: 2019-12-10T07:45:10-08:00*

Resumen: Have you ever wanted to know where properties on objects are read or set in your code, without having to manually add breakpoints or log statements? Watchpoints are a type of breakpoint that provide an answer to that question. They are new in the updated Debugger, available now in the Firefox 72 Developer Edition release.
URL: https://hacks.mozilla.org/2019/12/debugging-variables-with-watchpoints-in-firefox-72/

## 157. DeepSpeech 0.6: Mozilla's Speech-to-Text Engine Gets Fast, Lean, and Ubiquitous

*Autor: Desconocido | Fecha: 2019-12-05T00:57:50-08:00*
Resumen: The Machine Learning team at Mozilla continues work on DeepSpeech, an automatic speech recognition (ASR) engine which aims to make speech recognition technology and trained models openly available to developers. In this overview of recent improvements, we'll show how DeepSpeech can transform your applications by enabling client-side, low-latency, and privacy-preserving speech recognition capabilities. Find out how you can participate.
URL: https://hacks.mozilla.org/2019/12/deepspeech-0-6-mozillas-speech-to-text-engine/

## 158. Using WebAssembly from .NET with Wasmtime

*Autor: Desconocido | Fecha: 2019-12-04T07:42:14-08:00*
Resumen: Wasmtime, the WebAssembly runtime from the Bytecode Alliance, recently added an early preview of an API for .NET Core, Microsoft's free, open-source, and cross-platform application runtime. This API enables developers to programmatically load and execute WebAssembly code directly from .NET programs. Although .NET Core is already a cross-platform runtime, there are good reasons for .NET developers to take a closer look at WebAssembly, as Peter Huene demonstrates in this post.
URL: https://hacks.mozilla.org/2019/12/using-webassembly-from-dotnet-with-wasmtime/

## 159. Firefox 71: A year-end arrival

*Autor: Desconocido | Fecha: 2019-12-03T07:31:56-08:00*
Resumen: Please welcome Firefox 71 to the stage! This time around, we have a plethora of new developer tools features including the web socket message inspector, console multi-line editor mode, log on events, and network panel full text search! And as if that wasn't enough, there are important new web platform features available, like CSS subgrid, column-span, Promise.allSettled, and the Media Session API.
URL: https://hacks.mozilla.org/2019/12/firefox-71-a-year-end-arrival/

## 160. Multi-Value All The Wasm!

*Autor: Desconocido | Fecha: 2019-11-21T08:50:43-08:00*
Resumen: Multi-value is a proposed extension to core WebAssembly that enables functions to return many values, among other things. It is also a prerequisite for Wasm interface types. Nick Fitzgerald has been adding multi-value support all over the place recently, started with the Rust and WebAssembly toolchain. Next he added support to the Wasmtime runtime, and the Cranelift code generator it's built on top of. Here's his account of the journey.
URL: https://hacks.mozilla.org/2019/11/multi-value-all-the-wasm/

## 161. Multiple-column Layout and column-span in Firefox 71

*Autor: Desconocido | Fecha: 2019-11-20T07:13:22-08:00*

Resumen: Firefox 71, now available in Developer Edition and Beta, is an exciting release for fans of CSS Layout. Recently, we covered the arrival of subgrid in Firefox, but there is another property that we've also been keeping an eye on. Firefox 71 implements column-span from Multiple-column Layout. In this post Rachel Andrew describes the progress of the Multiple-column Layout specification.
URL: https://hacks.mozilla.org/2019/11/multiple-column-layout-and-column-span-in-firefox-71/

## 162. Creating UI Extensions for WebThings Gateway
*Autor: Avatar photo | Fecha: 2019-11-19T07:00:24-08:00*
Resumen: Version 0.10 of Mozilla's WebThings Gateway brings support for extension-type add-ons. Released last week, this powerful new capability lets developers modify the user interface (UI) to their liking with JavaScript and CSS. We also provide libraries for writing UI extensions in Python or node.js if you prefer. Let us know what you build!
URL: https://hacks.mozilla.org/2019/11/ui-extensions-webthings-gateway/

## 163. Thermostats, Locks and Extension Add-ons – WebThings Gateway 0.10
*Autor: Desconocido | Fecha: 2019-11-14T07:38:19-08:00*
Resumen: Today we are releasing WebThings Gateway 0.10. This new release comes with support for thermostats and smart locks, as well as an updated add-ons system including extension add-ons, which enable developers to extend the gateway user interface. We've also added localisation settings so that you can choose your country, language, time zone and unit preferences.
URL: https://hacks.mozilla.org/2019/11/thermostats-locks-and-extension-add-ons-webthings-gateway-0-10/

## 164. Upcoming notification permission changes in Firefox 72
*Autor: Desconocido | Fecha: 2019-11-13T07:30:52-08:00*
Resumen: Earlier this year we decided to reduce the amount of unsolicited notification permission prompts people receive as they move around the web using the Firefox browser. This is an intrinsic part of Mozilla's commitment to putting people first when they are online. In preparation, we ran a series of studies and experiments to understand how to improve the user experience and reduce annoyance. Now we're making some changes to the workflow for how sites ask users for permission to send them notifications.
URL: https://hacks.mozilla.org/2019/11/upcoming-notification-permission-changes-in-firefox-72/

## 165. Announcing the Bytecode Alliance: Building a secure by default, composable future for WebAssembly
*Autor: Avatar photo | Fecha: 2019-11-12T08:19:48-08:00*
Resumen: Lin Clark introduces the Bytecode Alliance, and uses Code Cartoon illustrations to share their vision of a WebAssembly ecosystem that is secure by default, fixing cracks in today's software foundations. Based on advances in the emerging WebAssembly community, founding members of the Alliance - Mozilla, Fastly, Intel, and Red Hat - believe we can make this vision real. And we invite others to join the collaboration.
URL: https://hacks.mozilla.org/2019/11/announcing-the-bytecode-alliance/

## 166. Auditing For Accessibility Problems With Firefox Developer Tools
*Autor: Desconocido | Fecha: 2019-10-29T00:05:17-07:00*
Resumen: In Firefox 70, the Accessibility Inspector has become an auditing facility to help

identify and fix many common mistakes and practices that reduce site accessibility. In this post, Marco Zehe offers an overview of what is available in this latest release.
URL: https://hacks.mozilla.org/2019/10/auditing-for-accessibility-problems-with-firefox-developer-tools/

## 167. From js13kGames to MozFest Arcade: A game dev Web Monetization story
*Autor: Desconocido | Fecha: 2019-10-24T07:32:32-07:00*
Resumen: This is a case study in the making: how js13kGames, an online "code golf" competition for web game developers, tried out Web Monetization this year. And ended up at the Mozilla Festival, happening this week in London, demoing dozens of interesting web-monetized games. You can check out the MozFest Arcade online as well.
URL: https://hacks.mozilla.org/2019/10/from-js13kgames-to-mozfest-arcade-a-game-dev-web-monetization-story/

## 168. The two-value syntax of the CSS Display property
*Autor: Desconocido | Fecha: 2019-10-23T07:54:38-07:00*
Resumen: The display CSS property is how we change the formatting context of an element and its children. One of the first things you will learn about CSS is that some elements are block by default, and others are inline. The display property enables switching between these states. With support currently available only in Firefox 70, it is too early to start using these two-value properties in production. However, they are important to be aware of, in terms of what they mean for CSS.
URL: https://hacks.mozilla.org/2019/10/the-two-value-syntax-of-the-css-display-property/

## 169. Firefox 70 — a bountiful release for all
*Autor: Desconocido | Fecha: 2019-10-22T06:45:43-07:00*
Resumen: Firefox 70 is released today, and includes great new features such as secure password generation with Lockwise and the new Firefox Privacy Protection Report, as well as cool additions for developers. These include DOM mutation breakpoints and inactive CSS rule indicators in the DevTools, several new CSS text properties, two-value display syntax, and JS numeric separators. In this article, we'll take a closer look at some of the highlights!
URL: https://hacks.mozilla.org/2019/10/firefox-70-a-bountiful-release-for-all/

## 170. Quickly Alter Typography with Firefox Font Editor
*Autor: Desconocido | Fecha: 2019-10-21T07:16:52-07:00*
Resumen: Have you ever landed on a web page and wondered what fonts are being used? Have you asked yourself where those fonts come from or why a particular font isn't loading? The font editor in Firefox provides answers and insights, and gives you the ability to make font changes directly, with a live preview.
URL: https://hacks.mozilla.org/2019/10/quickly-alter-typography-with-firefox-font-editor/

## 171. Faster Layouts with CSS Grid (and Subgrid!)
*Autor: Desconocido | Fecha: 2019-10-18T08:48:20-07:00*
Resumen: CSS Grid has been available in most major browsers since early 2017, and it makes web layout more powerful than ever before. But complex-looking new syntax (line-names! grid-areas! minmax! fit-content! fr units!) and missing IE11 support can make it scary. Don't let that stop you. Miriam Suzanne offers some basic approaches you can put to work today.
URL: https://hacks.mozilla.org/2019/10/faster-layouts-with-css-grid-and-subgrid/

## 172. Developing cross-browser extensions with web-ext 3.2.0

*Autor: Desconocido | Fecha: 2019-10-16T07:55:02-07:00*

Resumen: The web-ext tool was created at Mozilla to help you build browser extensions faster and more easily. Although our first launch focused on support for the desktop Firefox browser, followed by Firefox for Android, our vision was always to support cross-platform development once we shipped Firefox support. With the 3.2.0 release, you can finally use web-ext to truly build cross-platform extensions!

URL: https://hacks.mozilla.org/2019/10/developing-cross-browser-extensions-with-web-ext-3-2-0/

## 173. Firefox's New WebSocket Inspector

*Autor: Desconocido | Fecha: 2019-10-15T07:35:20-07:00*

Resumen: The Firefox DevTools team and our contributors were hard at work over the summer, getting Firefox 70 jam-packed with improvements. We are especially excited about our new WebSocket inspection feature. To use the inspector now, download Firefox Developer Edition, and open the DevTools' Network panel to find the Messages tab. Then, keep reading to learn more about WebSockets and the tricks that the new panel has up its sleeve.

URL: https://hacks.mozilla.org/2019/10/firefoxs-new-websocket-inspector/

## 174. The Mozilla Developer Roadshow Talks: Firefox, WebAssembly, CSS, WebXR and More

*Autor: Avatar photo | Fecha: 2019-10-11T07:26:55-07:00*

Resumen: The Mozilla Developer Roadshow program launched in 2017 with the goal of bringing expert speakers and web technology updates to local communities through free events and partnerships. Check out the video playlist from our summer tour, with talks on topics like Mixed Reality, WebAssembly, modern CSS, and more. Or register now for an upcoming Roadshow event in Asia.

URL: https://hacks.mozilla.org/2019/10/the-mozilla-developer-roadshow-talks-firefox-webassembly-css-webxr-and-more/

## 175. Why is CSS So Weird?

*Autor: Desconocido | Fecha: 2019-10-02T16:23:53-07:00*

Resumen: CSS is the design language of the web — one of three core web languages — but it also seems to be the most contentious and often perplexing. It's too easy and too hard, too fragile and too resilient. Love it or hate it, CSS is weird: not quite markup, not quite programming in the common (imperative) sense, and nothing like the design programs we use for print. How did we get here?

URL: https://hacks.mozilla.org/2019/10/why-is-css-so-weird/

## 176. Video Shorts from Mozilla Developer

*Autor: Desconocido | Fecha: 2019-10-01T01:00:33-07:00*

Resumen: Today we're launching a new video channel, with a selection of shorts to kick things off. Get started with an intro to Dark Mode on the web, by Deja Hodge. Then, Jen Simmons shows us how to access a handy third-panel in the Firefox Developer Tools. Miriam Suzanne has a video all about the ::marker pseudo-element and list counters. No matter your experience level or job description, we're all working together towards the future health of the web, and Mozilla is here to help.

URL: https://hacks.mozilla.org/2019/10/video-shorts-from-mozilla-developer/

## 177. WebHint in Firefox DevTools: Improve Compatibility, Accessibility and more

*Autor: Desconocido | Fecha: 2019-09-30T00:43:19-07:00*

Resumen: Creating experiences that look and work great across different browsers is one of the biggest challenges on the web. It can also be the most rewarding part, as it gets your app to as many users as possible. Testing legacy browsers late in the development process can break a feature that you spent hours on, even requiring rewrites to fix. What if the tools in your primary development browser could warn you sooner? With Webhint in Firefox DevTools, we can do exactly that, and more.

URL: https://hacks.mozilla.org/2019/09/webhint-in-firefox-devtools-improve-compatibility-accessibility-and-more/

## 178. Exploring Collaboration and Communication with Mozilla Hubs

*Autor: Desconocido | Fecha: 2019-09-24T07:00:17-07:00*

Resumen: As we look at advancements in mixed reality like the WebXR API, we are able to explore ways to feel more present with others through technology. Hubs by Mozilla is built on top of WebRTC and supports real-time conversations between users in a shared virtual environment. Users embody 3D models in the glTF format called avatars. The code powering Hubs is available online on GitHub under the MPL and we welcome contributions from the community.

URL: https://hacks.mozilla.org/2019/09/exploring-collaboration-and-communication-with-mozilla-hubs/

## 179. Moving Firefox to a faster 4-week release cycle

*Autor: Avatar photo | Fecha: 2019-09-17T08:10:30-07:00*

Resumen: Building and releasing a browser is complicated and involves many players. To optimize the process, and make it more reliable for all users, over the years we've developed a phased release strategy that includes 'pre-release' channels: Firefox Nightly, Beta, and Developer Edition. Starting Q1 2020, we're making a change. We plan to start shipping a major Firefox release every 4 weeks!

URL: https://hacks.mozilla.org/2019/09/moving-firefox-to-a-faster-4-week-release-cycle/

## 180. Caniuse and MDN compatibility data collaboration

*Autor: Desconocido | Fecha: 2019-09-09T08:59:13-07:00*

Resumen: Today we're announcing the integration of MDN's compat data into the caniuse website. Together, we're bringing even more web compatibility information into the hands of web developers.

URL: https://hacks.mozilla.org/2019/09/caniuse-and-mdn-compat-data-collaboration/

## 181. Debugging TypeScript in Firefox DevTools

*Autor: Desconocido | Fecha: 2019-09-05T07:49:58-07:00*

Resumen: Firefox Debugger has evolved into a fast and reliable tool chain over the past several months and it's now supporting many cool features. Though it's primarily used to debug JavaScript, did you know that you can also use Firefox to debug your TypeScript applications? Jan 'Honza' Odvarko walks through some real world examples.

URL: https://hacks.mozilla.org/2019/09/debugging-typescript-in-firefox-devtools/

## 182. Debugging WebAssembly Outside of the Browser

*Autor: Desconocido | Fecha: 2019-09-04T07:31:06-07:00*

Resumen: WebAssembly has begun to establish itself outside of the browser via dedicated

runtimes like Mozilla's Wasmtime and Fastly's Lucet. While the promise of a new, universal format for programs is appealing, it also comes with new challenges. At Mozilla, we've been prototyping ways to enable source-level debugging of .wasm files using existing tools, like GDB and LLDB.

URL: https://hacks.mozilla.org/2019/09/debugging-webassembly-outside-of-the-browser/

## 183. Firefox 69 — a tale of Resize Observer, microtasks, CSS, and DevTools

*Autor: Desconocido | Fecha: 2019-09-03T07:15:07-07:00*

Resumen: For our latest excellent adventure, we've gone and cooked up a new Firefox release. Version 69 features a number of great new additions including JavaScript public instance fields, the Resize Observer and Microtask APIs, CSS logical overflow properties (e.g. overflow-block) and @supports for selectors.

URL: https://hacks.mozilla.org/2019/09/firefox-69-a-tale-of-resize-observer-microtasks-css-and-devtools/

## 184. The Baseline Interpreter: a faster JS interpreter in Firefox 70

*Autor: Desconocido | Fecha: 2019-08-30T07:56:47-07:00*

Resumen: Modern web applications load and execute a lot more JavaScript code than they did just a few years ago. While JIT (just-in-time) compilers have been very successful in making JavaScript performant, we needed a better solution. We've added a new, generated JavaScript bytecode interpreter to the JavaScript engine in Firefox 70. Instead of writing a new interpreter from scratch, we found a way to do this by sharing most code with our existing Baseline JIT. Meet the new Baseline Interpreter.

URL: https://hacks.mozilla.org/2019/08/the-baseline-interpreter-a-faster-js-interpreter-in-firefox-70/

## 185. WebAssembly Interface Types: Interoperate with All the Things!

*Autor: Avatar photo | Fecha: 2019-08-21T09:02:11-07:00*

Resumen: People are excited about running WebAssembly outside the browser. People are also excited about running WebAssembly from languages like Python, Ruby, and Rust. Lin Clark's Code Cartoons are back, illustrating an in-depth look at WebAssembly Interface Types, and the proposed spec to make it possible for WASM to interoperate with All The Things!

URL: https://hacks.mozilla.org/2019/08/webassembly-interface-types/

## 186. Using WebThings Gateway notifications as a warning system for your home

*Autor: Desconocido | Fecha: 2019-08-15T07:49:58-07:00*

Resumen: The WebThings Gateway 0.9 release lets you set up a number of different notification mechanisms including emails, apps, and text messages. In this post James Hobin shows how to set up custom gateway notifications to warn you of changes in your home that you care about.

URL: https://hacks.mozilla.org/2019/08/using-webthings-gateway-notifications-as-a-warning-system-for-your-home/

## 187. New CSS Features in Firefox 68

*Autor: Desconocido | Fecha: 2019-07-31T07:00:08-07:00*

Resumen: Firefox 68 landed earlier this month with a bunch of CSS additions and changes. In this blog post Rachel Andrew takes a look at some of the things you can expect to find, like Scroll Snapping done right, the ::marker pseudo-element, and new tooling in Firefox DevTools for working with CSS.

URL: https://hacks.mozilla.org/2019/07/new-css-features-in-firefox-68/

## 188. WebThings Gateway for Wireless Routers

*Autor: Desconocido | Fecha: 2019-07-25T08:43:14-07:00*

Resumen: The Mozilla IoT team has been working on evolving WebThings Gateway into a full software distribution for consumer wireless routers. Today, with the 0.9 release, we're happy to announce the availability of the first experimental builds for our first target router hardware, the Turris Omnia. These builds are based on the open source OpenWrt operating system and feature a new first-time setup experience, which enables you to configure the gateway as a router and Wi-Fi access point itself.

URL: https://hacks.mozilla.org/2019/07/webthings-gateway-for-wireless-routers/

## 189. MDN's First Annual Web Developer & Designer Survey

*Autor: Desconocido | Fecha: 2019-07-16T08:04:23-07:00*

Resumen: Today we are launching our first annual MDN Developer & Designer Needs Survey. Web developers and designers, we urge you to participate! This is your opportunity to tell us about your needs and frustrations with the web. Your participation will influence how browser vendors like Mozilla, Google, Microsoft, and Samsung prioritize feature development.

URL: https://hacks.mozilla.org/2019/07/mdn-web-developer-designer-survey/

## 190. Add-Ons Outage Post-Mortem Result

*Autor: Desconocido | Fecha: 2019-07-12T09:08:26-07:00*

Resumen: We've been conducting an ongoing post-mortem on the add-ons outage that occurred earlier this year. There was a lot more digging to do than we expected. In addition to this updated high-level overview, we've also published our findings in detailed incident and technical reports that are now available.

URL: https://hacks.mozilla.org/2019/07/add-ons-outage-post-mortem-result/

## 191. Testing Picture-in-Picture for videos in Firefox 69 Beta and Developer Edition

*Autor: Avatar photo | Fecha: 2019-07-10T05:29:05-07:00*

Resumen: Firefox has an experimental new UI feature in Firefox 69 Beta and Developer Edition - and Firefox engineers are looking for feedback on the implementation. Picture in Picture in the browser lets you pop a video out from where it's being played into a special kind of window that's always on top. Then you can move that window around or resize it however you need! Let us know what you think.

URL: https://hacks.mozilla.org/2019/07/testing-picture-in-picture-for-videos-in-firefox-69/

## 192. Firefox 68: BigInts, Contrast Checks, and the QuantumBar

*Autor: Desconocido | Fecha: 2019-07-09T07:35:15-07:00*

Resumen: Firefox 68 is available today, sporting support for big integers, whole-page contrast checks checks for accessibility, and a completely new implementation of a core Firefox feature: the ever-awesome URL bar. Dan Callahan also reports on updated CSS scroll-snapping and other features, DOM API updates, next steps in the WebRender implementation, and more.

URL: https://hacks.mozilla.org/2019/07/firefox-68-bigints-contrast-checks-and-the-quantumbar/

## 193. GeckoView in 2019

*Autor: Desconocido | Fecha: 2019-06-27T09:02:37-07:00*

Resumen: Introducing the initial release of Firefox Preview (GitHub), an entire browser built from the ground up with GeckoView and Mozilla Android Components. Firefox Preview is our platform

for building, testing, and delivering unique features. Though still an early preview, this is our first end-user product built completely with these new technologies. Plus, we share an update on where GeckoView is going in the second half of 2019.
URL: https://hacks.mozilla.org/2019/06/geckoview-in-2019/

## 194. How accessibility trees inform assistive tech

*Autor: Desconocido | Fecha: 2019-06-26T06:09:35-07:00*

Resumen: The web was designed with built-in features to make accessibility possible; these have been part of the platform pretty much from the beginning. In recent times, inspectable accessibility trees have made it easier to see how things work in practice. In this post we look at how "good" client-side code (HTML, CSS and JavaScript) improves the experience for users of assistive technologies, and how developers can use accessibility trees to help verify that these users aren't left out.
URL: https://hacks.mozilla.org/2019/06/how-accessibility-trees-inform-assistive-tech/

## 195. View Source 5 comes to Amsterdam

*Autor: Desconocido | Fecha: 2019-06-19T07:35:09-07:00*

Resumen: Mozilla's View Source Conference is back! This year we're in Amsterdam, September 30 – October 1, 2019. Tickets are available now. We've shifted our focus to take a deeper look at the web platform and how it is evolving and to offer attendees access to the folks who are shaping today's web and the web of the future.
URL: https://hacks.mozilla.org/2019/06/view-source-5-comes-to-amsterdam/

## 196. CSS Scroll Snap Updated in Firefox 68

*Autor: Desconocido | Fecha: 2019-06-18T06:59:29-07:00*

Resumen: The CSS Scroll Snap specification gives us a way in CSS to snap between different elements in a page or scrolling component. In this post, Rachel Andrew explains how scroll snapping works, why we had a situation where browsers were running different versions of the specification, and how that's changing.
URL: https://hacks.mozilla.org/2019/06/css-scroll-snap-updated-in-firefox-68/

## 197. CSS Grid Level 2 – subgrid is coming to Firefox

*Autor: Desconocido | Fecha: 2019-06-05T12:44:53-07:00*

Resumen: The subgrid feature which is part of Level 2 of the CSS Grid Specification is not yet shipping in any browser, but is now available for testing in Firefox Nightly. This is a feature that, if you have used CSS Grid for a layout of any complexity, you are likely to be pretty excited about
URL: https://hacks.mozilla.org/2019/06/css-grid-level-2-subgrid-is-coming-to-firefox/

## 198. Indicating focus to improve accessibility

*Autor: Desconocido | Fecha: 2019-06-04T07:09:43-07:00*

Resumen: Focus indicators make the difference between day and night for people who rely on them. Focus is something that happens between the interactive elements on a page. In this post I will explain what we mean by focus, show you how focus outlines make your site easier to use for anyone who relies on the keyboard, and share examples of why it's a best practice to never remove them.
URL: https://hacks.mozilla.org/2019/06/indicating-focus-to-improve-accessibility/

## 199. JavaScript and evidence-based language design

*Autor: Desconocido | Fecha: 2019-05-29T08:01:08-07:00*

Resumen: In what ways can empirical evidence be used in the design of a language like JavaScript? At TC39, as stewards of the JavaScript specification, how do we answer questions about the design of JavaScript and help make it accessible to the thousands of new coders who join the industry each year? To answer this we need to experiment, and I need your help.
URL: https://hacks.mozilla.org/2019/05/javascript-and-evidence-based-language-design/

## 200. Firefox brings you smooth video playback with the world's fastest AV1 decoder

*Autor: Avatar photo | Fecha: 2019-05-23T13:27:19-07:00*

Resumen: With this week's release of Firefox 67, the new high performance royalty-free AV1 video decoder dav1d is now enabled by default on all desktop platforms (Windows, OSX and Linux) for both 32-bit and 64-bit systems. And work is in progress on rav1e, the Rust AV1 encoder.
URL: https://hacks.mozilla.org/2019/05/firefox-brings-you-smooth-video-playback-with-the-worlds-fastest-av1-decoder/

## 201. Firefox 67: Dark Mode CSS, WebRender, and more

*Autor: Desconocido | Fecha: 2019-05-21T07:32:45-07:00*

Resumen: Firefox 67 is now available in general release, bringing a faster and better JavaScript debugger, support for CSS prefers-color-scheme queries, and the initial debut of WebRender in stable Firefox. Dan Callahan walks through the highlights of browser, platform, and tooling features.
URL: https://hacks.mozilla.org/2019/05/firefox-67-dark-mode-css-webrender/

## 202. Faster smarter JavaScript debugging in Firefox DevTools

*Autor: Desconocido | Fecha: 2019-05-16T08:28:41-07:00*

Resumen: Script debugging is one of the most powerful and complex productivity features in the web developer toolbox. Done right, it empowers developers to fix bugs quickly and efficiently. The DevTools Debugger team – with help from our tireless developer community – has just landed updates that significantly improve performance and reliability.
URL: https://hacks.mozilla.org/2019/05/faster-smarter-javascript-debugging-in-firefox/

## 203. Empowering User Privacy and Decentralizing IoT with Mozilla WebThings

*Autor: Desconocido | Fecha: 2019-05-15T10:47:09-07:00*

Resumen: In designing Mozilla WebThings, we have consciously insulated users from servers that could harvest their data, including our own Mozilla servers, by offering an interoperable, decentralized IoT solution. Learn about the user research that informs our project, and how we've engineered privacy by design into every aspect of Mozilla WebThings.
URL: https://hacks.mozilla.org/2019/05/empowering-user-privacy-and-decentralizing-iot-with-mozilla-webthings/

## 204. TLS 1.0 and 1.1 Removal Update

*Autor: Avatar photo | Fecha: 2019-05-15T07:01:57-07:00*

Resumen: As you may have read last year, Safari, Firefox, Edge and Chrome browsers are removing support for TLS 1.0 and 1.1 in March of 2020. That means there's less than a year to enable TLS 1.2 (and, ideally, 1.3) on your servers, otherwise all major browsers will display error

pages, rather than the content your users came to see.
URL: https://hacks.mozilla.org/2019/05/tls-1-0-and-1-1-removal-update/


## 205. Technical Details on the Recent Firefox Add-on Outage

*Autor: Desconocido | Fecha: 2019-05-09T13:06:51-07:00*

Resumen: Recently, Firefox had an incident in which most add-ons stopped working. This was due to an error on our end: we let one of the certificates used to sign add-ons expire which had the effect of disabling the vast majority of add-ons. Now that we've fixed the problem for most users and most people's add-ons are restored, I wanted to walk through the details of what happened, why, and how we repaired it.
URL: https://hacks.mozilla.org/2019/05/technical-details-on-the-recent-firefox-add-on-outage/


## 206. Owning it: browser compatibility data and open source governance

*Autor: Desconocido | Fecha: 2019-05-01T07:54:23-07:00*

Resumen: What does it mean to "own" an open-source project? With the browser-compat-data project ("BCD"), the MDN (Mozilla Developer Network) community and I recently had the opportunity to find out.
URL: https://hacks.mozilla.org/2019/05/browser-compatibility-data-and-open-source-governance/


## 207. Introducing Mozilla WebThings

*Autor: Desconocido | Fecha: 2019-04-18T07:52:20-07:00*

Resumen: Project Things is graduating from its early experimental phase and from now on will be known as Mozilla WebThings. This platform for monitoring and controlling devices over the web consists of the WebThings Gateway, a software distribution for smart home gateways focused on privacy, security and interoperability, and the WebThings Framework, a collection of reusable software components that help developers build their own web-connected things.
URL: https://hacks.mozilla.org/2019/04/introducing-mozilla-webthings/


## 208. Fluent 1.0: a localization system for natural-sounding translations

*Autor: Desconocido | Fecha: 2019-04-17T00:59:15-07:00*

Resumen: Fluent is a family of localization specifications, implementations and good practices developed by Mozilla. With Fluent, translators can create expressive translations that sound great in their language. Today we're announcing version 1.0 of the Fluent file format specification. We're inviting translation tool authors to try it out and provide feedback.
URL: https://hacks.mozilla.org/2019/04/fluent-1-0-a-localization-system-for-natural-sounding-translations/


## 209. Pyodide: Bringing the scientific Python stack to the browser

*Autor: Avatar photo | Fecha: 2019-04-16T06:18:44-07:00*

Resumen: Pyodide is an experimental project from Mozilla to create a full Python data science stack that runs entirely in the browser. We think it's worthwhile to work on moving the JavaScript data science ecosystem forward, and that's why we built and released Iodide earlier this year. In the meantime, we're meeting data scientists where they are by bringing the popular and mature Python scientific stack to the browser.
URL: https://hacks.mozilla.org/2019/04/pyodide-bringing-the-scientific-python-stack-to-the-browser/


## 210. Developer Roadshow 2019 returns with VR, IoT and all things web

Resumen: Mozilla Developer Roadshow is a meetup-style, Mozilla-focused event series for people who build the web. In 2017, the Roadshow reached more than 50 cities around the world sharing highlights of Mozilla and Firefox technologies. Now, we're back! To open our 2019 series, Mozilla presents two events with VR visionary Nonny de la Peña and the Emblematic Group in Los Angeles and in New York.
URL: https://hacks.mozilla.org/2019/04/mozilla-developer-roadshow/

## 211. Teaching machines to triage Firefox bugs

Resumen: To help get bugs in front of the right Firefox engineers quickly, we developed BugBug, a machine learning tool that automatically assigns a product and component for each new untriaged bug. By presenting new bugs to triage owners faster, we hope to decrease the turnaround time to fix new issues. Check out BugBug for your own issue-tracking triage.
URL: https://hacks.mozilla.org/2019/04/teaching-machines-to-triage-firefox-bugs/

## 212. Sharpen your WebVR skills with experiments from Glitch and Mozilla

Resumen: Earlier this year, we partnered with Glitch.com on a starter kit that teaches the fundamentals of WebVR using A-Frame. Today, we introduce a week of WebVR experiments that build on the basics. Designed by Glitch creator Andrés Cuervo, each experiment is unique and is meant to teach and inspire as you craft your own WebVR experiences.
URL: https://hacks.mozilla.org/2019/04/sharpen-your-webvr-skills-with-experiments/

## 213. Crossing the Rust FFI frontier with Protocol Buffers

Resumen: The Firefox Application Services engineering team made the decision to use Rust to build cross-platform components for Firefox Sync, powering Firefox Accounts across many devices. They are implementing core business logic using Rust and wrapping it in a thin platform-native layer, such as Kotlin for Android and Swift for iOS.
URL: https://hacks.mozilla.org/2019/04/crossing-the-rust-ffi-frontier-with-protocol-buffers/

## 214. A Real-Time Wideband Neural Vocoder at 1.6 kb/s Using LPCNet

Resumen: This is an update on the LPCNet project, an efficient neural speech synthesizer from Mozilla's Emerging Technologies group. LPCNet combines signal processing and deep learning to improve the efficiency of neural speech synthesis. Our recent work turns LPCNet into a very low-bitrate neural speech codec that's actually usable on current hardware and even on phones.
URL: https://hacks.mozilla.org/2019/03/a-real-time-wideband-neural-vocoder-at-1-6-kb-s-using-lpcnet/

## 215. Scroll Anchoring in Firefox 66

Resumen: Firefox 66 was released last week with a new feature called scroll anchoring, based on a new CSS specification. Scroll anchoring works to anchor the user to the content they're looking at. As this content is moved by ads, screen rotations, screen resizes, or other causes, the page now scrolls to keep you at the same relative position to it. Learn how our intervention works.

## 216. Standardizing WASI: A system interface to run WebAssembly outside the web

*Autor: Avatar photo | Fecha: 2019-03-27T08:05:39-07:00*

Resumen: WebAssembly is an assembly language for a conceptual machine, not a physical one. This is why it can be run across a variety of different machine architectures. WebAssembly needs a system interface for a conceptual operating system, not any single operating system. This way, it can be run across all different OSs. WASI is   a system interface for the WebAssembly platform that will be a true companion to WebAssembly and uphold the key principles of portability and security.

## 217. Firefox 66: The Sound of Silence

*Autor: Desconocido | Fecha: 2019-03-19T08:56:52-07:00*

Resumen: Firefox 66 is out, and brings with it a host of great new features like screen sharing, scroll anchoring, autoplay blocking for audible media, and initial support for the Touch Bar on macOS.

## 218. A Homepage for the JavaScript Specification

*Autor: Desconocido | Fecha: 2019-03-18T07:54:28-07:00*

Resumen: Ecma TC39 has shipped a website for following updates to the JavaScript specification. It's the first part of a two-part project to help people find the information they need in order to understand the specification and our process. The current website is a simple MVP that provides links to our most significant documents, as well as a list of proposals that are near completion. We will experiment with other features as the need arises.

## 219. Fast, Bump-Allocated Virtual DOMs with Rust and Wasm

*Autor: Desconocido | Fecha: 2019-03-14T09:54:44-07:00*

Resumen: Dodrio is a new virtual DOM library that is designed to leverage the strengths of both Wasm's linear memory and Rust's low-level control by making extensive use of fast bump allocation. Early benchmarking results validate Dodrio's design and show that it already has best-in-class performance. Now we're seeking feedback from real-world usage.

## 220. Iodide: an experimental tool for scientific communication and exploration on the web

*Autor: Desconocido | Fecha: 2019-03-12T08:03:34-07:00*

Resumen: Meet Iodide, an experimental open source tool to help scientists write beautiful interactive documents using web technologies, all within a browser-based iterative workflow that will be familiar to many scientists.

## 221. Real virtuality: connecting real things to virtual reality using web technologies

*Autor: Desconocido | Fecha: 2019-03-07T07:39:42-08:00*
Resumen: WebXR meets the Web of Things when two developers build a prototype that applies 3D visualisation to power an IoT interface. In this post they demonstrate how open, accessible web technologies make it possible to combine software from different domains to create engaging new interactive experiences. And how you can get started too!
URL: https://hacks.mozilla.org/2019/03/connecting-real-things-to-virtual-worlds-using-web/

## 222. Implications of Rewriting a Browser Component in Rust

*Autor: Desconocido | Fecha: 2019-02-28T06:10:27-08:00*
Resumen: There have been 69 security bugs in Firefox's style component since the browser was first released in 2002. If we'd had a time machine and could have written this component in Rust from the start, 51 (73.9%) of these bugs would not have been possible. Rust isn't foolproof, but by removing the burden of memory safety, Rust lets programmers focus on logical correctness and soundness.
URL: https://hacks.mozilla.org/2019/02/rewriting-a-browser-component-in-rust/

## 223. Announcing a New Management Structure for Ecma TC39

*Autor: Desconocido | Fecha: 2019-02-26T07:52:49-08:00*
Resumen: In 2019, Ecma's TC39—the standardizing body behind JavaScript/ECMAScript—will change its management structure to reflect the growth of the committee and the frequency of its meetings. TC39 will move away from single-chair and vice-chair roles to a flat hierarchy with three chairs sharing the responsibility. Congratulations to new co-chairs Aki Braun (PayPal), Brian Terlson (Microsoft), and Yulia Startsev (Mozilla).
URL: https://hacks.mozilla.org/2019/02/announcing-a-new-management-structure-for-ecma-tc39/

## 224. Web Design Survey Findings and Next Steps

*Autor: Desconocido | Fecha: 2019-02-20T07:51:09-08:00*
Resumen: In November, I wrote about my team's work on experimental new web design tools and introduced a survey to rank the challenges of web design and development. The insights you shared continue to inform priorities for the Firefox DevTools' 2019 roadmap. Our main takeaway: developers and designers of every experience level want a better understanding of CSS debugging. We're on it.
URL: https://hacks.mozilla.org/2019/02/web-design-challenges-survey-finding/

## 225. Fearless Security: Thread Safety

*Autor: Desconocido | Fecha: 2019-02-14T07:48:10-08:00*
Resumen: Multithreading allows programs to do more faster, but adds synchronization bugs and attacks. Programming languages have evolved different concurrency strategies to help developers manage both the performance and security challenges of multi-threaded applications. Diane Hosfelt explores the challenges of thread safety, and the approach that Rust takes.
URL: https://hacks.mozilla.org/2019/02/fearless-security-thread-safety/

## 226. Anyone can create a virtual reality experience with this new WebVR starter kit from Mozilla and Glitch

*Autor: Avatar photo | Fecha: 2019-02-12T05:59:28-08:00*
Resumen: Building a virtual reality experience may seem daunting, but it really isn't. WebVR

and frameworks like A-Frame make it easy to get started right. This is why we worked with Glitch to create a WebVR starter kit. Today we introduce a free, 5-part video course with interactive code examples that will teach you the fundamentals of WebVR using A-Frame.
URL: https://hacks.mozilla.org/2019/02/webvr-starter-kit-mozilla-glitch/

## 227. Refactoring MDN macros with async, await, and Object.freeze()
*Autor: Desconocido | Fecha: 2019-02-07T07:50:22-08:00*
Resumen: In January, the MDN engineering team landed a major refactoring of the KumaScript codebase, the underlying Node server that runs macros in Kuma, which is the wiki that powers MDN. This work included some modern techniques of interest to JavaScript programmers.
URL: https://hacks.mozilla.org/2019/02/refactoring-mdn-macros-with-async-await-and-object-freeze/

## 228. Firefox 66 to block automatically playing audible video and audio
*Autor: Desconocido | Fecha: 2019-02-04T07:34:30-08:00*
Resumen: Unsolicited volume can be a great source of distraction and frustration for users of the web. So we are making changes to how Firefox handles playing media with sound and we want to make sure web developers are aware of this new audio autoplay blocking default. With the release of Firefox 66, now in Firefox Beta/Developer Edition, the browser will block audible audio and video, and will allow a site to play audio or video aloud via the HTMLMediaElement API only once the user has initiated the audio.
URL: https://hacks.mozilla.org/2019/02/firefox-66-to-block-automatically-playing-audible-video-and-audio/

## 229. New in Firefox DevTools 65
*Autor: Desconocido | Fecha: 2019-01-31T07:57:32-08:00*
Resumen: We just released Firefox 65 with a number of new developer features that make it even easier for you to create, inspect and debug the web. Among all the features and bug fixes that made it to DevTools in this new release, we particularly want to highlight our brand new Flexbox Inspector and all the features and enhancements that deliver smarter JavaScript inspection and debugging.
URL: https://hacks.mozilla.org/2019/01/new-in-firefox-devtools-65/

## 230. Firefox 65: WebP support, Flexbox Inspector, new tooling & platform updates
*Autor: Desconocido | Fecha: 2019-01-29T07:59:51-08:00*
Resumen: Firefox 65 ships today with some notable Firefox Devtools updates, including the release of the CSS Flexbox Inspector, a new changes panel, and more. We're shipping CSS platform improvements and updates to a variety of JavaScript APIs. Firefox 65 supports the WebP image format, and support for AV1, an open and royalty-free video compression format, is shipping now in Firefox 65 for Windows.
URL: https://hacks.mozilla.org/2019/01/firefox-65-webp-flexbox-inspector-new-tooling/

## 231. Cameras, Sensors & What's Next for Mozilla's Things Gateway
*Autor: Desconocido | Fecha: 2019-01-24T08:20:21-08:00*
Resumen: With the release of Things Gateway 0.7, Mozilla's IoT team announces experimental support for IP cameras, along with support for a wider range of sensors that track temperature, leaks, and more. Ben Francis also shares plans for evolving the Things Gateway application in 2019, and exploring the value a trusted personal agent could provide to your whole home network.

URL: https://hacks.mozilla.org/2019/01/cameras-sensors-whats-next-for-mozillas-things-gateway/

## 232. Fearless Security: Memory Safety
*Autor: Desconocido | Fecha: 2019-01-23T07:00:57-08:00*
Resumen: Memory safety violations leave programs vulnerable to security threats like unintentional data leakage and remote code execution. There are ways to ensure memory safety, including smart pointers and garbage collection. Research engineer Diane Hosfelt explains how Rust's ownership system achieves memory safety while minimizing performance costs.
URL: https://hacks.mozilla.org/2019/01/fearless-security-memory-safety/

## 233. How to make VR with the web, a new video series
*Autor: Desconocido | Fecha: 2019-01-22T07:51:34-08:00*
Resumen: Introducing a new 7-part video series with Josh Marinacci: How to make a virtual reality project in your browser with three.js & WebVR. These short tutorials show how to create an interactive 3d birthday card in WebVR that you can share and view in your desktop web browser, in a VR headset, or on a smartphone device. All you need is a little time and a little JavaScript know-how.
URL: https://hacks.mozilla.org/2019/01/how-to-make-vr-with-the-web-video-series/

## 234. MDN Changelog – Looking back at 2018
*Autor: Desconocido | Fecha: 2019-01-18T08:11:25-08:00*
Resumen: John Whitlock highlights MDN's engineering accomplishments of 2018 - including major advances in converting MDN's documentation to structured data via the Browser Compat Data project, and in extending the Interactive Examples project with CSS, JavaScript, and HTML examples. Take a look at January's planned updates, fixes, and activiites.
URL: https://hacks.mozilla.org/2019/01/mdn-changelog-looking-back-at-2018/

## 235. Augmented Reality and the Browser — An App Experiment
*Autor: Desconocido | Fecha: 2019-01-15T13:33:03-08:00*
Resumen: What kinds of tools do artists, developers, designers, entrepreneurs and creatives of all flavors need to be able to easily make augmented reality experiences? What kinds of apps can people build with tools we provide? In this in-depth retrospective, Anselm Hook describes the challenges and learnings from creating ARPersist, an experimental AR app that lets you apply virtual post-it notes in real-world spaces.
URL: https://hacks.mozilla.org/2019/01/augmented-reality-and-the-browser%e2%80%8a-%e2%80%8aan-app-experiment/

## 236. Designing the Flexbox Inspector
*Autor: Desconocido | Fecha: 2019-01-10T08:02:12-08:00*
Resumen: CSS Flexbox is an increasingly popular layout model that helps in building robust dynamic page layouts. However, it has a big learning curve! The new Flexbox Inspector, created by Firefox DevTools, helps developers understand the sizing, positioning, and nesting of Flexbox elements. You can try it out now in Firefox Nightly or Dev Edition.
URL: https://hacks.mozilla.org/2019/01/designing-the-flexbox-inspector/

## 237. Mozilla Hacks' 10 most-read posts of 2018

*Autor: Desconocido | Fecha: 2018-12-28T08:08:50-08:00*

Resumen: Our top posts this year were read by hundreds of thousands of developers and ranged across a variety of categories - including JavaScript and WebAssembly, CSS, the Web of Things, and Firefox Quantum. (Featured image is by Lin Clark.)

URL: https://hacks.mozilla.org/2018/12/mozilla-hacks-10-most-read-posts-of-2018/

## 238. MDN Changelog for November 2018

*Autor: Desconocido | Fecha: 2018-12-14T09:48:02-08:00*

Resumen: MDN wraps up a year of hard work by shipping monthly MDN payments, converting from Font Awesome to SVG, adding browser names to compatibility tables, and growing the development team. Thanks to every one of the contributors who've helped us make MDN Web Docs better than ever in 2018.

URL: https://hacks.mozilla.org/2018/12/mdn-changelog-for-november-2018/

## 239. Firefox 64 Released

*Autor: Desconocido | Fecha: 2018-12-11T09:55:01-08:00*

Resumen: The year's last release of Firefox bundles together goodies for all, including multi-tab management in the interface, new CSS features, devtools improvements, better privacy protections, add-ons updates, and much, much more. Read all about it!

URL: https://hacks.mozilla.org/2018/12/firefox-64-released/

## 240. Rust 2018 is here… but what is it?

*Autor: Avatar photo | Fecha: 2018-12-06T08:13:55-08:00*

Resumen: Starting today, the Rust 2018 edition is in its first release. With this edition, we've focused on making Rust developers as productive as they can be. Most of the language changes are completely compatible with existing Rust code. Because they don't break any code, they also work in any Rust code… even if that code doesn't use Rust 2018. This is because of the way the language is evolving. Lin Clark illustrates and explains.

URL: https://hacks.mozilla.org/2018/12/rust-2018-is-here/

## 241. LPCNet: DSP-Boosted Neural Speech Synthesis

*Autor: Avatar photo | Fecha: 2018-11-20T08:51:35-08:00*

Resumen: LPCNet is a new project out of Mozilla's Emerging Technologies group — an efficient neural speech synthesiser with reduced complexity over some of its predecessors. Neural speech synthesis models have already demonstrated impressive speech synthesis quality, but their computational complexity has made them hard to use in real-time, especially on phones. Our solution with LPCNet uses a combination of deep learning and digital signal processing (DSP) techniques.

URL: https://hacks.mozilla.org/2018/11/lpcnet-dsp-boosted-neural-speech-synthesis/

## 242. Decentralizing Social Interactions with ActivityPub

*Autor: Avatar photo | Fecha: 2018-11-20T07:14:23-08:00*

Resumen: ActivityPub is a W3C standard protocol that describes ways for different social network sites (loosely defined) to talk to and interact with one another. ActivityPub aims to do for social network interactions what RSS did for content, and is being used today to power alternative social networks like Mastodon and Pleroma.

URL: https://hacks.mozilla.org/2018/11/decentralizing-social-interactions-with-activitypub/

## 243. The Power of Web Components

*Autor: Desconocido | Fecha: 2018-11-15T07:06:07-08:00*

Resumen: Web Components comprises a set of standards that enable user-defined HTML elements. These elements can go in all the same places as traditional HTML. Despite the long standardization process, the emerging promise of Web Components puts more power in the hands of developers and creators.

URL: https://hacks.mozilla.org/2018/11/the-power-of-web-components/

## 244. New & Experimental Web Design Tools: Feedback Requested

*Autor: Desconocido | Fecha: 2018-11-14T08:00:32-08:00*

Resumen: We're currently hard at work on some new tools for web designers: a comprehensive Flexbox Inspector as well as CSS change-tracking. Tell us about your biggest CSS and web design issues and pain points in the first-ever Design Tools survey from Mozilla! We want to hear from developers and designers, no matter what browser you use.

URL: https://hacks.mozilla.org/2018/11/new-experimental-web-design-tools-feedback-requested/

## 245. Private by Design: How we built Firefox Sync

*Autor: Avatar photo | Fecha: 2018-11-13T07:09:17-08:00*

Resumen: Firefox Sync lets you share your bookmarks, browsing history, passwords and other browser data between different devices, and send tabs from one device to another. We think it's important to highlight the privacy aspects of Sync, which protects all your synced data by default so Mozilla can't read it, ever. In this post, we take a closer look at some of the technical design choices we made in order to put user privacy first.

URL: https://hacks.mozilla.org/2018/11/firefox-sync-privacy/

## 246. Performance Updates and Hosting Moves: MDN Changelog for October 2018

*Autor: Desconocido | Fecha: 2018-11-09T09:03:24-08:00*

Resumen: This month's changelog, from the hard-working engineering team that builds and maintains the MDN Web Docs site, covers performance improvements and experiments, infrastructure updates, as well as countless tweaks and fixes to make your MDN experience better and better.

URL: https://hacks.mozilla.org/2018/11/performance-and-hosting-moves-mdn-changelog-for-october-2018/

## 247. Into the Depths: The Technical Details Behind AV1

*Autor: Avatar photo | Fecha: 2018-11-08T07:02:18-08:00*

Resumen: AV1, the next generation royalty-free video codec from the Alliance for Open Media leapfrogs the performance of VP9 and HEVC. The AV1 format is and will always be royalty-free with a permissive FOSS license. In this video presentation, Mozilla's Nathan Egge dives deep into the technical details of the codec and its evolution.

URL: https://hacks.mozilla.org/2018/11/into-the-depths-the-technical-details-behind-av1/

## 248. Cross-language Performance Profile Exploration with speedscope

*Autor: Desconocido | Fecha: 2018-11-07T07:24:58-08:00*

Resumen: speedscope is a fast, interactive, web-based viewer for large performance profiles,

inspired by the performance panel of Chrome developer tools and by Brendan Gregg's FlameGraphs. Jamie Wong built speedscope to explore and interact with large performance profiles from a variety of profilers for a variety of programming languages. speescope runs totally in-browser, and does not send any profiling data to any servers.
URL: https://hacks.mozilla.org/2018/11/cross-language-performance-profile-exploration-with-speedscope/

## 249. Testing Privacy-Preserving Telemetry with Prio

*Autor: Desconocido | Fecha: 2018-10-29T11:26:08-07:00*

Resumen: Building a browser is hard; building a good browser inevitably requires gathering a lot of data to make sure that things that work in the lab works in the field. But as soon as you gather data, you have to make sure you protect user privacy. We're always looking at ways to improve the security of our data collection, and lately we've been experimenting with a really cool technique called Prio.
URL: https://hacks.mozilla.org/2018/10/testing-privacy-preserving-telemetry-with-prio/

## 250. Dweb: Identity for the Decentralized Web with IndieAuth

*Autor: Desconocido | Fecha: 2018-10-24T07:55:53-07:00*

Resumen: IndieAuth is a decentralized login protocol that enables users of your software to log in to other apps. It's an extension to OAuth 2.0 that lets any website to become its own identity provider, leveraging all the existing security considerations and best practices in the industry around authorization and authentication.
URL: https://hacks.mozilla.org/2018/10/dweb-identity-for-the-decentralized-web-with-indieauth/

## 251. Firefox 63 – Tricks and Treats!

*Autor: Desconocido | Fecha: 2018-10-23T07:09:13-07:00*

Resumen: Firefox 63 comes with some long-awaited treats: an implementation of web components, including custom elements and the shadow DOM. Potch also covers the Fonts Editor, the associated font panel in the Firefox DevTools Inspector, and reduced motion preferences in CSS.
URL: https://hacks.mozilla.org/2018/10/firefox-63-tricks-and-treats/

## 252. WebAssembly's post-MVP future: A cartoon skill tree

*Autor: Avatar photo | Fecha: 2018-10-22T08:32:56-07:00*

Resumen: People have a misconception—they think that the WebAssembly that landed in browsers back in 2017—is the final version. In fact, we still have many use cases to unlock, from heavy-weight desktop applications, to small modules, to JS frameworks, to all the things outside the browser… Node.js, and serverless, and the blockchain, and portable CLI tools, and the internet of things. The WebAssembly that we have today is not the end of this story—it's just the beginning.
URL: https://hacks.mozilla.org/2018/10/webassemblys-post-mvp-future/

## 253. Introducing Opus 1.3

*Autor: Avatar photo | Fecha: 2018-10-18T09:30:42-07:00*

Resumen: Opus is a totally open, royalty-free, audio codec that can be used for all audio applications, from music streaming and storage to high-quality video-conferencing and VoIP. This 1.3 release brings quality improvements to both speech and music compression, ambisonics support, and more.

URL: https://hacks.mozilla.org/2018/10/introducing-opus-1-3/

## 254. Dweb: Decentralised, Real-Time, Interoperable Communication with Matrix

*Autor: Avatar photo | Fecha: 2018-10-17T08:12:41-07:00*

Resumen: Matrix is an open standard for interoperable, decentralised, real-time communication over the Internet. It provides a standard HTTP API for publishing and subscribing to real-time data in specified channels, so it can be used to power Instant Messaging, VoIP/WebRTC signalling, Internet of Things communication--the most common use of Matrix today is as an Instant Messaging platform.

URL: https://hacks.mozilla.org/2018/10/dweb-decentralised-real-time-interoperable-communication-with-matrix/

## 255. Show your support for Firefox with new badges

*Autor: Desconocido | Fecha: 2018-10-16T07:57:45-07:00*

Resumen: If you use Firefox and want to show your support, we've made a collection of badges you can add to your website. Whether you're passionate about Mozilla's mission, or just think Firefox is a kick-ass product, we'd love your help in spreading the word.

URL: https://hacks.mozilla.org/2018/10/show-your-support-for-firefox-with-new-badges/

## 256. Payments, accessibility, and dead macros: MDN Changelog for September 2018

*Autor: Desconocido | Fecha: 2018-10-12T07:50:58-07:00*

Resumen: Changes and updates to the code, data, and tools that support MDN Web Docs. In September, the team launched MDN payments, improved MDN's accessibility resources, and removed 15% of KumaScript macros. The team also shipped tweaks and fixes by merging 379 pull requests, including 66 pull requests from 38 new contributors.

URL: https://hacks.mozilla.org/2018/10/payments-accessibility-and-dead-macros-mdn-changelog-for-september-2018/

## 257. Home Monitoring with Things Gateway 0.6

*Autor: Desconocido | Fecha: 2018-10-11T08:19:10-07:00*

Resumen: The latest version of the Things Gateway rolling out today comes with new home monitoring features that let you directly monitor your home over the web, without a middleman. That means no monthly fees, your private data stays in your home by default, and you can choose from a variety of sensors made by different manufacturers.

URL: https://hacks.mozilla.org/2018/10/home-monitoring-with-things-gateway-0-6/

## 258. Calls between JavaScript and WebAssembly are finally fast Ø<ß‰

*Autor: Avatar photo | Fecha: 2018-10-08T08:35:06-07:00*

Resumen: At Mozilla, we want WebAssembly to be as fast as it can be. This started with its design, which gives it great throughput. Then we improved load times with a streaming baseline compiler. With this, we compile code faster than it comes over the network. Now, in the latest version of Firefox Beta, calls between JS and WebAssembly are faster than many JS to JS function calls. Here's how we made them fast - illustrated in code cartoons.

URL: https://hacks.mozilla.org/2018/10/calls-between-javascript-and-webassembly-are-finally-fast-%f0%9f%8e%89/

## 259. A New Way to Support MDN

Resumen: MDN's user base has grown exponentially in the last few years, so we are seeking support from our users to help accelerate content and platform development.
URL: https://hacks.mozilla.org/2018/10/a-new-way-to-support-mdn/

## 260. Hack on MDN: Better accessibility for MDN Web Docs

Resumen: Making websites accessible to a wide range of users is a vital topic for creators on the web. Over a long weekend in late September, more than twenty people met in London to work on accessibility on the MDN Web Docs website — both the content about accessibility and the accessibility of the site itself. The result was a considerable refresh and new opportunities to continue the projects begun.
URL: https://hacks.mozilla.org/2018/10/hack-on-mdn-better-accessibility-for-mdn-web-docs/

## 261. Performance-Tuning a WebVR Game

Resumen: The smaller the app, the faster it loads. Here's how I reduced the size of a favorite WebVR game, optimizing font, audio, and image files to hit my target: 10-second load times in VR headsets.
URL: https://hacks.mozilla.org/2018/09/performance-tuning-webvr-game/

## 262. Dweb: Creating Decentralized Organizations with Aragon

Resumen: Aragon is an open source project for building decentralized organizations with Ethereum, IPFS, and the web. Aragon apps enable trust-less and transparent governance through smart contracts that execute on the Ethereum blockchain.
URL: https://hacks.mozilla.org/2018/09/aragon-ethereum-dweb/

## 263. Streaming RNNs in TensorFlow

Resumen: The Machine Learning team at Mozilla is hard at work improving performance and ease-of-use for our open source speech-to-text engine. The upcoming 0.2 release will include a much-requested feature: the ability to do speech recognition live, as the audio is being recorded.
URL: https://hacks.mozilla.org/2018/09/speech-recognition-deepspeech/

## 264. MDN Changelog for August 2018

Resumen: In August, the MDN content community reviewed and merged 85 Browser Compatibility Data pull requests. This month, we'll continue working on new interactive examples, converting compatibility data, and migrating MDN services.
URL: https://hacks.mozilla.org/2018/09/mdn-changelog-for-august-2018/

## 265. Firefox Focus with GeckoView

Resumen: Firefox Focus is a mobile app for ad-free, private browsing. The upcoming release of Focus for Android will come bundled with Gecko, the browser engine that powers Firefox Quantum. Help us test Gecko in Focus today by installing the Focus Beta.

## 266. Converting a WebGL application to WebVR

*Autor: Desconocido | Fecha: 2018-09-11T07:46:46-07:00*

Resumen: Research engineer Manish Goregaokar, who works on Servo and Rust, shares what he's learned and some of the code he wrote, while porting a WebGL application to WebVR.

URL: https://hacks.mozilla.org/2018/09/converting-a-webgl-application-to-webvr/

## 267. New API to Bring Augmented Reality to the Web

*Autor: Desconocido | Fecha: 2018-09-10T08:06:17-07:00*

Resumen: The WebXR Device API has two goals that differentiate it from WebVR: support for new user inputs like voice and gestural navigation, and laying a foundation for augmented reality on the web. This emerging specification aims to remove barriers so AR and VR content is accessible to creators and users alike.

URL: https://hacks.mozilla.org/2018/09/webxr/

## 268. Firefox 62 – Tools Cool for School!

*Autor: Desconocido | Fecha: 2018-09-06T07:39:42-07:00*

Resumen: From the new Firefox Shape Path Editor, which lets floated content sculpt the flow of content, to the Variable Fonts, which enable fine-grained adjustment of font rendering, to more efficient Firefox Dev Tools view options, Firefox 62 delivers a cornucopia of features.

URL: https://hacks.mozilla.org/2018/09/firefox-62/

## 269. Make your web layouts bust out of the rectangle with the Firefox Shape Path Editor

*Autor: Desconocido | Fecha: 2018-09-05T06:53:38-07:00*

Resumen: CSS Shapes lets your web designs break out of the rectangular grid. Using a new CSS standard, text can flow, images can be rounded, even just a few non parallel lines can make your site stand out and make your brand distinctive. With the Shape Path Editor in Firefox 62 you can visually edit the shape directly from the CSS inspector, using Firefox Developer Tools to select the element whose shape you want to modify.

URL: https://hacks.mozilla.org/2018/09/make-your-web-layouts-bust-out-of-the-rectangle-with-the-firefox-shape-path-editor/

## 270. Variable Fonts Arrive in Firefox 62

*Autor: Desconocido | Fecha: 2018-09-04T07:09:57-07:00*

Resumen: Firefox 62 adds support for Variable Fonts, an exciting new technology that makes it possible to create beautiful typography with a single font file. Variable fonts are now supported in all major browsers. And because great features deserve great tools, we're hard at work building an all new Font Editor into the Firefox DevTools for Firefox 63. Or check it out today in Firefox Nightly.

URL: https://hacks.mozilla.org/2018/09/variable-fonts-arrive-in-firefox-62/

## 271. Dweb: Building Cooperation and Trust into the Web with IPFS

*Autor: Desconocido | Fecha: 2018-08-29T07:43:20-07:00*

Resumen: The Interplanetary File System (IPFS) is a new protocol powered by individuals on

the internet. Its goal is to "re-decentralize" the web by replacing location-oriented HTTP with a content-oriented protocol that allows websites and web apps to be "served" by any computer on the internet with IPFS support. IPFS and the distributed web decouple information from physical location and singular distribution, with the aim of creating a more affordable, available, and faster web for all.
URL: https://hacks.mozilla.org/2018/08/dweb-building-cooperation-and-trust-into-the-web-with-ipfs/

## 272. Share your favorite images and videos in VR with Mozilla Hubs
*Autor: Desconocido | Fecha: 2018-08-23T07:45:31-07:00*
Resumen: Mozilla Hubs is a VR chat system that lets you walk and talk in VR with your friends, no matter where in the world they are. Now you can share virtually any kind of media with everyone in your Hubs room by just pasting in a URL. Anything you share becomes a virtual object that everyone can interact with. From images to videos to 3D models, Hubs enables sharing and collaboration across devices (laptops, phones, headsets) and OSes.
URL: https://hacks.mozilla.org/2018/08/share-your-favorite-images-and-videos-in-vr-with-mozilla-hubs/

## 273. Dweb: Serving the Web from the Browser with Beaker
*Autor: Desconocido | Fecha: 2018-08-22T07:37:04-07:00*
Resumen: Publishing and sharing is core to the Web's ethos, yet to publish your own website or even just share a document, you need to know how to run a server, or be able to pay someone to do it for you. Peer-to-peer protocols like dat:// make it possible for regular user devices to host content, so Beaker uses dat:// to enable publishing from the browser, where instead of using a server, a website's author and its visitors help host its files. It's kind of like BitTorrent, but for websites!
URL: https://hacks.mozilla.org/2018/08/dweb-serving-the-web-from-the-browser-with-beaker/

## 274. Dweb: Building a Resilient Web with WebTorrent
*Autor: Desconocido | Fecha: 2018-08-15T07:49:16-07:00*
Resumen: The web is healthy when the financial cost of self-expression isn't a barrier. This installment of the Dweb series describes WebTorrent – an implementation of the BitTorrent protocol that runs in a web browser. It's written completely in JavaScript – the language of the web – and uses WebRTC for true peer-to-peer transport. No browser plugin, extension, or installation is required. The distributed approach removes the cost of running centralized servers at data centers, allowing websites to scale sustainably.
URL: https://hacks.mozilla.org/2018/08/dweb-building-a-resilient-web-with-webtorrent/

## 275. MDN Changelog for July 2018: CDN tests, Goodbye Zones, and BCD
*Autor: Desconocido | Fecha: 2018-08-10T09:46:09-07:00*
Resumen: Editor's note: A changelog is "a log or record of all notable changes made to a project. [It] usually includes records of changes such as bug fixes, new features, etc." Publishing a changelog is kind of a tradition in open source, and a long-time practice on the web. We thought readers of Hacks and folks […]
URL: https://hacks.mozilla.org/2018/08/mdn-changelog-for-july-2018-cdn-tests-goodbye-zones-and-bcd/

## 276. AV1 and the Video Wars of 2027
*Autor: Avatar photo | Fecha: 2018-08-09T07:57:49-07:00*
Resumen: This post imagines a dystopian future where only the rich can stream video to their

homes, and the democratizing forces of the internet have crumbled under corruption and greed. The author reports back from a troubled future in the late 2020s that is wholly fictitious. The open video codec AV1 is wholly real.
URL: https://hacks.mozilla.org/2018/08/the-video-wars-of-2027/

## 277. Dweb: Social Feeds with Secure Scuttlebutt

*Autor: Desconocido | Fecha: 2018-08-08T09:01:05-07:00*

Resumen: Scuttlebutt is a free and open source social network with unique offline-first and peer-to-peer properties. Mainstream closed platforms have become a more popular way of creating and consuming content than the Web. Instead of attempting to adapt existing Web technologies for the mobile social era, Scuttlebutt offers a new platform for discourse that lets us start from scratch in designing a decentralized social ecosystem.
URL: https://hacks.mozilla.org/2018/08/dweb-social-feeds-with-secure-scuttlebutt/

## 278. Things Gateway 0.5 packed full of new features, including experimental smart assistant

*Autor: Desconocido | Fecha: 2018-08-02T08:00:53-07:00*

Resumen: The Things Gateway from Mozilla lets you directly monitor and control your home over the web, without a middleman. The 0.5 release of the Things Gateway is packed full of new features including customizable devices, a more powerful rules engine, an interactive floor plan, and an experimental smart assistant you can talk to. It's a great way to build your own private smart home. Why not get started now?
URL: https://hacks.mozilla.org/2018/08/things-gateway-0-5-features-experimental-smart-assistant/

## 279. Introducing the Dweb

*Autor: Desconocido | Fecha: 2018-07-31T07:00:53-07:00*

Resumen: This is the first post in a series about the distributed/decentralized web, introducing projects that cover social communication, online identity, file sharing, new economic models, as well as high-level application platforms. All are decentralized or distributed, minimizing or entirely removing centralized control. You'll meet the people behind these projects, and learn about their values and goals, the technical architectures used, and see basic code examples of using the project or platform.
URL: https://hacks.mozilla.org/2018/07/introducing-the-d-web/

## 280. The Arch: Using Rust & WebAssembly to animate 30k colored LED lights

*Autor: Avatar photo | Fecha: 2018-07-19T05:00:31-07:00*

Resumen: In June, Mozilla collaborated with artist Ian Brill to create an installation called the "Arch" at JSConf EU in Berlin. This interactive environment allowed people to experience the intersection of art and technology in a physical, pulsating, immersive way. The environment also created an opportunity for JavaScripters and friends to create animations and experience the underlying capabilities of WebAssembly and Rust.
URL: https://hacks.mozilla.org/2018/07/the-arch-using-rust-webassembly-to-animate-30k-colored-led-lights/

## 281. 9 Biggest Mistakes with CSS Grid

*Autor: Avatar photo | Fecha: 2018-07-18T07:57:22-07:00*

Resumen: CSS Grid is groundbreaking new technology for web design. In her newest Layout Land video, Jen Simmons explains the 9 Biggest Mistakes people are making as they adopt this

new technology, with advice and tips for avoiding pitfalls and breaking old habits.
URL: https://hacks.mozilla.org/2018/07/9-biggest-mistakes-with-css-grid/


## 282. 360° Images on the Web, the Easy Way
*Autor: Desconocido | Fecha: 2018-07-17T07:50:44-07:00*
Resumen: One of the most popular uses for VR today is 360° images and video. These are easy to discover and share online, and you don't need to learn any new interactions to explore the 360° experience. But building 360° views is not as easy as exploring them. In this post, Josh shows you how to easily build a 3D tour using A-Frame and Glitch.
URL: https://hacks.mozilla.org/2018/07/360-images-on-the-web-the-easy-way/


## 283. MDN Changelog for June 2018
*Autor: Desconocido | Fecha: 2018-07-06T07:47:37-07:00*
Resumen: Our monthly changelog documents what happened in June to the code, data, and tools that support MDN Web Docs site. The team shipped 100+ HTML interactive examples in June. They additional shipped tweaks and fixes by merging 252 pull requests, including 32 pull requests from 26 new contributors. Finally, the team shipped Django 1.11 and laid the groundwork for a variety of performance enhancements that will roll out in July and beyond.
URL: https://hacks.mozilla.org/2018/07/mdn-changelog-for-june-2018/


## 284. Dark Theme Darkening: Better Theming for Firefox Quantum
*Autor: Desconocido | Fecha: 2018-07-03T08:01:29-07:00*
Resumen: A team of computer science students from Michigan State University's capstone program went to work on Firefox Quantum's Theming API. Their goal: Expand upon the existing "lightweight" Theming API in Quantum to allow for more areas of customization. Themes had the ability to alter the appearance of the default toolbars, but did not have the ability to style menus, or customize auto-complete popups -- till now. The team also worked on adding a more fluid transition when dynamic themes change, to allow for a smoother user experience.
URL: https://hacks.mozilla.org/2018/07/dark-theme-darkening-better-theming-for-firefox-quantum/


## 285. AV1: next generation video – The Constrained Directional Enhancement Filter
*Autor: Avatar photo | Fecha: 2018-06-28T07:59:11-07:00*
Resumen: AV1 is a new general-purpose video codec developed by the Alliance for Open Media. The alliance began development of the new codec using Google's VPX codecs, Cisco's Thor codec, and Mozilla's/Xiph.Org's Daala codec as a starting point. AV1 leapfrogs the performance of VP9 and HEVC, making it a next-next-generation codec. Today's post is a deep-dive into the Constrained Directional Enhancement Filter and how it came to be.
URL: https://hacks.mozilla.org/2018/06/av1-next-generation-video-the-constrained-directional-enhancement-filter/


## 286. Firefox 61 – Quantum of Solstice
*Autor: Desconocido | Fecha: 2018-06-26T06:02:00-07:00*
Resumen: Firefox 61 is now available, bringing new performance improvements that make the fox faster than ever! We're keen on the Retained Display Lists feature to improve performance while an interactive page is painted; the Accessibility Inspector baked in to our tooling to support assistive technology users; more powerful tab management for power users; and many more Dev Tools updates and enhancements.
URL: https://hacks.mozilla.org/2018/06/firefox-61-quantum-of-solstice/

## 287. Retained Display Lists for improved page performance
*Autor: Desconocido | Fecha: 2018-06-25T07:30:47-07:00*
Resumen: Display list building is the process in which we collect the set of high-level items to display on screen (borders, backgrounds, text and much more), and then sort the list, according to CSS painting rules, into the correct back-to-front order. By retaining the display list and only reloading the assets that have changed since first paint, we are able to optimize painting performance especially for highly interactive pages. Look for this feature in this week's release of Firefox 61.
URL: https://hacks.mozilla.org/2018/06/retained-display-lists/

## 288. @media, MathML, and Django 1.11: MDN Changelog for May 2018
*Autor: Desconocido | Fecha: 2018-06-08T07:50:30-07:00*
Resumen: May's MDN changelog highlights lots of stuff that got shipped to make MDN Web Docs so much better all the time. The team, with help from numerous contributors, migrated CSS @media and MathML compat data, prepared for Django 1.11, started tracking work in ZenHub, continued the HTML Interactive Examples project, and shipped tweaks and fixes by merging 397 pull requests, including 60 pull requests from 43 new contributors.
URL: https://hacks.mozilla.org/2018/06/media-mathml-and-django-1-11-mdn-changelog-for-may-2018/

## 289. Overscripted! Digging into JavaScript execution at scale
*Autor: Desconocido | Fecha: 2018-06-04T22:00:13-07:00*
Resumen: We set out to explore the unseen or non-obvious JavaScript execution events that are triggered when a user visits a webpage, and all the first- and third-party events that are set in motion when people retrieve content. To help enable more exploration and analysis, we are releasing our full set of data about JavaScript executions. This post introduces the dataset, how it was collected, and the decisions made along the way. We'll share examples of insights discovered and provide information for participating in the associated Overscripted Web: A Mozilla Data Analysis Challenge, which we've launched today with Mozilla's Open Innovation Team.
URL: https://hacks.mozilla.org/2018/06/overscripted-digging-into-javascript-execution-at-scale/

## 290. Baby's First Rust+WebAssembly module: Say hi to JSConf EU!
*Autor: Avatar photo | Fecha: 2018-06-02T00:23:22-07:00*
Resumen: A secret project has been brewing for JSConf EU, and this weekend is the big reveal: The Arch is a larger-than-life experience that uses 30,000 colored LEDs to create a canvas for light animations. And you can take charge of this space. Using modules, you can create a light animation. But even though this is JSConf, these animations aren't just powered by JavaScript modules. In fact, we hope you will try something new… Rust + WebAssembly.
URL: https://hacks.mozilla.org/2018/06/babys-first-rustwebassembly-module-say-hi-to-jsconf-eu/

## 291. A cartoon intro to DNS over HTTPS
*Autor: Avatar photo | Fecha: 2018-05-31T07:04:51-07:00*
Resumen: At Mozilla, we closely track threats to users' privacy and security. This is why we've added tracking protection to Firefox and created the Facebook container extension. In today's cartoon intro, Lin Clark describes two new initiatives we're championing to close data leaks that have been part of the domain name system since it was created 35 years ago: DNS over HTTPS, a new IETF standard, and Trusted Recursive Resolver, a new secure way to resolve

DNS that we've partnered with Cloudflare to provide.
URL: https://hacks.mozilla.org/2018/05/a-cartoon-intro-to-dns-over-https/


## 292. Progressive Web Games
*Autor: Desconocido | Fecha: 2018-05-22T07:43:15-07:00*
Resumen: Web game developer Andrzej Mazur explores the concept of Progressive Web Games. He describes howe to use PWA features built with Web APIs for modern game development. He introduces the Enclave Phaser Template (EPT) — a free, open sourced mobile boilerplate for HTML5 games that provides many shortcuts for getting started.
URL: https://hacks.mozilla.org/2018/05/progressive-web-games/


## 293. New in Firefox 61: Developer Edition
*Autor: Desconocido | Fecha: 2018-05-16T07:53:18-07:00*
Resumen: The latest release -- Firefox 61 Developer Edition -- comes with a darker dark theme, more powerful and customizable developer tools, the new Accessibility Inspector, and numerous performance improvements like better CSS stylesheet parsing and improved time to first paint.
URL: https://hacks.mozilla.org/2018/05/new-in-firefox-61-developer-edition/


## 294. Debugging Modern Web Applications
*Autor: Avatar photo | Fecha: 2018-05-15T07:24:53-07:00*
Resumen: The Firefox Dev Tools team released an upgrade to the debugger's source map support. It lets you inspect the code that you actually wrote. Combined with the ongoing work to provide first-class JS framework support across all Firefox devtools, these advances boost productivity for web app developers working in frameworks like React, Angular, and Ember and with modern tools like Webpack, Babel, and PostCSS.
URL: https://hacks.mozilla.org/2018/05/debugging-modern-web-applications/


## 295. Visualizing Your Smart Home Data with the Web of Things
*Autor: Desconocido | Fecha: 2018-05-10T07:30:51-07:00*
Resumen: Today we're mashing up two very different applications to make a cool personal dashboard for investigating all our internet-connected things, and their behavior over time. We can use one of the Web Thing API's superpowers: its flexibility. This adaptability allows us to create a bridge between the Project Things gateway and Cloud Native Computing Foundation's Prometheus, a time-series database originally intended for supervising large clusters of servers.
URL: https://hacks.mozilla.org/2018/05/visualizing-your-smart-home-data-with-the-web-of-things/


## 296. Firefox 60 – Modules and More
*Autor: Desconocido | Fecha: 2018-05-09T08:04:45-07:00*
Resumen: Firefox 60 continues the evolution of Quantum. The parallel processing of Quantum CSS comes to Firefox for Android, while WebRender work is ongoing. Potch reports on two security upgrades - support for the Web Authentication API and for the Same-Site attribute for cookies - as well the arrival of ES modules. Firefox Quantum for Enterprise, our Extended Support Release, is now available for large installations. Read all about it!
URL: https://hacks.mozilla.org/2018/05/firefox-60-modules-and-more/


## 297. CDN, BCD, and SVG: MDN Changelog for April 2018

Resumen: The MDN engineering team reports on work accomplished in April and what's ahead in May. Some highlights: MDN Web Docs site moved to a CDN, improving page load time by 16%. The migration of browser compatibility data (the BCD project) continues apace, and is now 72% done. The team began the work of replacing font-based icons with inline SVG; the work to improve accessibility and localization with SVG icons continues. In April, 510 pull requests were merged, including 140 pull requests from 57 new contributors.
URL: https://hacks.mozilla.org/2018/05/cdn-bcd-and-svg-mdn-changelog-for-april-2018/

## 298. Creating Web Things with Python, Node.js, and Java
Resumen: Discover how to build web things with Python, Node.js, or Java using the Things Framework. These languages are definitely not optimal for small embedded devices; this tutorial is intended for higher-end devices that can run these languages with ease, or even your own desktop computer. To demonstrate, we'll be turning the Music Player Daemon (MPD) into a web thing.
URL: https://hacks.mozilla.org/2018/05/creating-web-things-with-python-node-js-and-java/

## 299. Progressive Web Apps core guides on MDN Web Docs
Resumen: Introducing the newly released Core PWA Guides on the MDN Web Docs site. Progressive Web Apps (PWAs) are a new way of building websites, but are they really all that new? Key PWA strategies and associated features include progressive enhancement, responsive design, and mobile-first thinking.
URL: https://hacks.mozilla.org/2018/05/progressive-web-apps-core-guides-on-mdn-web-docs/

## 300. Making a Web Thing on the ESP8266
Resumen: The power of web things comes from their ability to connect the digital world of web pages with the physical world of things. In this Things Framework tutorial-style post, James Hobin walks you through creating a simple Web Thing using an inexpensive off-the-shelf ESP8266 board.
URL: https://hacks.mozilla.org/2018/04/making-a-web-thing-on-the-esp8266/

## 301. Testing Strategies for React and Redux
Resumen: When the Firefox Add-ons team ported addons.mozilla.org to a single page app backed by an API, they chose React and Redux for powerful state management, delightful developer tools, and testability. Achieving the testability part wasn't as obvious, since there are competing tools and techniques. This post describes some testing strategies that are working really well.
URL: https://hacks.mozilla.org/2018/04/testing-strategies-for-react-and-redux/

## 302. Hello wasm-pack!
Resumen: Introducing wasm-pack, a new tool for assembling and packaging Rust crates that target WebAssembly. These packages can be published to the npm Registry and used

alongside other packages. This means you can use them side-by-side with JS and other packages, and in many kind of applications.
URL: https://hacks.mozilla.org/2018/04/hello-wasm-pack/


## 303. A new video series: Web Demystified
*Autor: Desconocido | Fecha: 2018-04-17T07:38:12-07:00*
Resumen: This post introduces Web Demystified, a new video series targeting web makers -- everyone who builds things for the web: designers, developers, project and team managers, students, hobbyists, and experts. Our goal is to provide basic information for beginners, with subject matter that will also serve as a refresher on web fundamentals - beginning with episodes that describe the web itself, and HTML, its first language.
URL: https://hacks.mozilla.org/2018/04/a-new-video-series-web-demystified/


## 304. Build your own web things with the Things Framework
*Autor: Desconocido | Fecha: 2018-04-16T07:37:00-07:00*
Resumen: Last year Mozilla started Project Things to help developers connect physical "things" to the web in a safe, secure and interoperable way. Now, with the 0.4 release of the Things Gateway, you can add native web things to your gateway, to control them alongside all your other smart home devices. The advantage of native web things is that they don't need a custom gateway adapter because they follow a common standard using existing web technologies.
URL: https://hacks.mozilla.org/2018/04/build-your-own-web-things-with-the-things-framework/


## 305. Sneak Peek at WebAssembly Studio
*Autor: Desconocido | Fecha: 2018-04-11T07:55:57-07:00*
Resumen: WebAssembly.Studio is an online IDE (integrated development environment) that helps you learn and teach others. It's also a Swiss Army knife that comes in handy whenever working with WebAssembly (WASM). WebAssembly is a low-level assembly-like language that runs with near-native performance and provides languages such as C/C++/Rust with a compilation target so that they can run on the web. WASM is also designed to run alongside JavaScript.
URL: https://hacks.mozilla.org/2018/04/sneak-peek-at-webassembly-studio/


## 306. MDN Changelog for March 2018
*Autor: Desconocido | Fecha: 2018-04-06T08:01:52-07:00*
Resumen: Publishing a changelog is a tradition in open source, and a long-time practice on the web. In this changelog, MDN engineers report on what happened in March to the code, data, and tools that support MDN Web Docs, and look ahead to what's on plan for this month. Learn more about the work of the MDN engineering team and their impact, and discover opportunities to participate in building and supporting MDN Web Docs and the open web platform.
URL: https://hacks.mozilla.org/2018/04/mdn-changelog-for-march-2018/


## 307. What Makes a Great Extension?
*Autor: Desconocido | Fecha: 2018-04-05T07:40:41-07:00*
Resumen: We're in the middle of our Firefox Quantum Extensions Challenge so we've been pondering what makes a great extension. Great browser extensions add functionality and fun to Firefox, but there's more to it than that. They're easy to use, easy to understand, and easy to find. If you're building an extension, Dustin Driver offers some simple steps to help it shine. The

Quantum Extensions Challenge is running until April 15, 2018. Prizes will be awarded to the top extensions in three categories: Games & Entertainment, Dynamic Themes, and Tab Manager/ Organizer. Enter today and keep making awesome extensions!
URL: https://hacks.mozilla.org/2018/04/what-makes-a-great-extension/


## 308. JavaScript to Rust and Back Again: A wasm-bindgen Tale

*Autor: Desconocido | Fecha: 2018-04-04T07:58:40-07:00*

Resumen: Recently we've seen how WebAssembly is incredibly fast to compile, speeding up JS libraries, and generating even smaller binaries. We've even got a high-level plan for better interoperability between the Rust and JavaScript communities, as well as other web programming languages. The goal of wasm-bindgen is to provide a bridge between the types of JavaScript and Rust. It allows JS to call a Rust API with a string, or a Rust function to catch a JS exception. wasm-bindgen erases the impedance mismatch between WebAssembly and JavaScript, ensuring that JavaScript can invoke WebAssembly functions efficiently and without boilerplate, and that WebAssembly can do the same with JavaScript functions.
URL: https://hacks.mozilla.org/2018/04/javascript-to-rust-and-back-again-a-wasm-bindgen-tale/


## 309. Hack on MDN: Building useful tools with browser compatibility data

*Autor: Desconocido | Fecha: 2018-03-29T11:00:37-07:00*

Resumen: The MDN team is migrating browser compatibility data into a JSON database to make it more useful and extensible for web developers. On a recent weekend in Paris, a group of Mozillians and friends gathered to work on projects to improve and extend the BCD data. The Hack on MDN event combined unconference and hackathon; participants pitched projects and committed to working on concrete tasks. Check out the brilliant results of their collaboration.
URL: https://hacks.mozilla.org/2018/03/hack-on-mdn-building-useful-tools-with-browser-compatibility-data/


## 310. ES modules: A cartoon deep-dive

*Autor: Avatar photo | Fecha: 2018-03-28T08:00:17-07:00*

Resumen: ES modules bring an official, standardized module system to JavaScript. With the release of Firefox 60 in May, all major browsers will support ES modules, and there is current work to add ES module support to Node.js, as well as ES module integration for WebAssembly. Lin Clark's deep dive illustrates how ES modules work, what problem they solve, and how they are different from modules in other module systems.
URL: https://hacks.mozilla.org/2018/03/es-modules-a-cartoon-deep-dive/


## 311. Shipping a security update of Firefox in less than a day

*Autor: Desconocido | Fecha: 2018-03-22T13:17:02-07:00*

Resumen: One of Mozilla's top priorities is to keep our users safe; this commitment is written into our mission. As soon as we discover a critical issue in Firefox, we plan a rapid mitigation. This post describes how we fixed a Pwn2Own exploit discovery and released new builds of the browser in less than 22 hours, through the collaborative and well-coordinated efforts of a global cross-functional team.
URL: https://hacks.mozilla.org/2018/03/shipping-a-security-update-of-firefox-in-less-than-a-day/


## 312. Bringing interactive examples to MDN

*Autor: Desconocido | Fecha: 2018-03-20T08:34:58-07:00*

Resumen: Over the last year and a bit, the MDN Web Docs team has been designing, building,

and implementing interactive examples for our reference pages. The motivation was to do more on MDN for people who like to learn by seeing and playing around with example code. We've just finished adding interactive examples for the JavaScript and CSS reference pages. This post looks back at the project to see how we got here and what we learned on the way.
URL: https://hacks.mozilla.org/2018/03/bringing-interactive-examples-to-mdn/

### 313. Firefox Quantum Extensions Challenge
*Autor: Desconocido | Fecha: 2018-03-15T06:58:34-07:00*
Resumen: Seeking great new extensions for the Firefox Quantum Extensions Challenge! Between March 15 and April 15, 2018, use Firefox Developer Edition to create extensions that make full use of available WebExtensions APIs for one of the prize categories. (Legacy extensions that have been updated to WebExtensions APIs, or Chrome extensions that have been ported to Firefox on or after January 1, 2018, are also eligible for this challenge.)
URL: https://hacks.mozilla.org/2018/03/firefox-quantum-extensions-challenge/

### 314. Making WebAssembly better for Rust & for all languages
*Autor: Avatar photo | Fecha: 2018-03-14T08:02:52-07:00*
Resumen: To be a useful as a web language, Rust needs to work well with the JavaScript ecosystem. We have some work to do to get there, and fortunately that work will help other languages, too. Lin Clark's code cartoons explore some of the WebAssembly usability challenges that we need to tackle. Want to help?
URL: https://hacks.mozilla.org/2018/03/making-webassembly-better-for-rust-for-all-languages/

### 315. Hands-On Web Security: Capture the Flag with OWASP Juice Shop
*Autor: Desconocido | Fecha: 2018-03-08T22:28:49-08:00*
Resumen: A CTF (Capture the Flag) event is a type of security challenge or competition that can be used to teach or test online security. In this post, Mozilla security engineer and OWASP developer Simon Bennetts describes a recent CTF he hosted at a Mozilla event, and how to set up your own web security CTF with OWASP Juice Shop.
URL: https://hacks.mozilla.org/2018/03/hands-on-web-security-capture-the-flag-with-owasp-juice-shop/

### 316. Building an Immersive Game with A-Frame and Low Poly Models
*Autor: Desconocido | Fecha: 2018-03-07T08:11:13-08:00*
Resumen: In the first part of this two-part tutorial, Josh Marinacci builds an immersive WebVR game using A-Frame, and walks through the key concepts and code for adding a physics engine, managing collisions, and adding 3d models and effects.
URL: https://hacks.mozilla.org/2018/03/immersive-aframe-low-poly/

### 317. Building an Immersive Game with A-Frame and Low Poly Models (Part 2)
*Autor: Desconocido | Fecha: 2018-03-07T08:10:59-08:00*
Resumen: In Part 2 of this two-part tutorial on using A-Frame to build an immersive game, Josh Marinacci shows how to add lighting, audio, responsiveness and polish to the simple game he developed in Part 1.
URL: https://hacks.mozilla.org/2018/03/immersive-aframe-low-poly-part2/

### 318. How to Write CSS That Works in Every Browser, Even the Old Ones

*Autor: Avatar photo | Fecha: 2018-03-05T07:38:50-08:00*
Resumen: Jen Simmons' seven-part mini-series on resilient CSS and how you can create great graphic design on the web, now, and not have to worry about all the old browsers.
URL: https://hacks.mozilla.org/2018/03/how-to-write-css-that-works-in-every-browser-even-the-old-ones/

## 319. It's Resilient CSS Week

*Autor: Avatar photo | Fecha: 2018-02-26T07:05:08-08:00*
Resumen: Jen Simmons celebrates resilient CSS and shows you how it's done, in this week's Layout Land video series. Check out the opening episodes: "Introduction to Resilient CSS" and "Can I use this CSS?" both available now.
URL: https://hacks.mozilla.org/2018/02/its-resilient-css-week/

## 320. Making a Clap-Sensing Web Thing

*Autor: Desconocido | Fecha: 2018-02-22T07:55:45-08:00*
Resumen: The Project Things Gateway exists as a platform to bring all of your IoT devices together under a unified umbrella, using a standardized HTTP-based API. We recently announced the Things Gateway and we've started a series of hands-on project posts for people who want to set up a Gateway and explore. In this post we'll take what we've learned so far and build a real add-on for the Gateway. This add-on will provide a clap-sensing Web Thing that we can use to control our lights and other devices.
URL: https://hacks.mozilla.org/2018/02/making-a-clap-sensing-web-thing/

## 321. Create VR on the Web using Unity3D

*Autor: Desconocido | Fecha: 2018-02-15T09:13:32-08:00*
Resumen: Mozilla's WebVR team has just released Unity WebVR Assets. It is free to download and available now on the Unity Asset Store. This tool allows creators to publish and share VR experiences they created in Unity on the open web, with a simple URL or link. These experiences can then be viewed with any WebVR enabled browser such as Firefox (using the Oculus Rift or HTC VIVE) and Microsoft Edge (using a Windows Mixed Reality headset).
URL: https://hacks.mozilla.org/2018/02/create-vr-on-the-web-using-unity3d/

## 322. CSS Grid for UI Layouts

*Autor: Desconocido | Fecha: 2018-02-14T08:03:34-08:00*
Resumen: In this article I'll show you how to use CSS Grid to improve application layouts that need to respond and adapt to user interactions and changing conditions, and always have your panels scroll properly.
URL: https://hacks.mozilla.org/2018/02/css-grid-for-ui-layouts/

## 323. Creating an Add-on for the Project Things Gateway

*Autor: Desconocido | Fecha: 2018-02-08T14:01:53-08:00*
Resumen: The Project Things Gateway exists as a platform to bring all of your IoT devices together under a unified umbrella, using a standardized HTTP-based API. Currently, the platform only has support for a limited number of devices, and we need your help expanding our reach! Looking for a weekend project? It is fairly straightforward to add support for new devices, and we will walk you through how to do so.
URL: https://hacks.mozilla.org/2018/02/creating-an-add-on-for-the-project-things-gateway/

## 324. Forging Better Tools for the Web

*Autor: Desconocido | Fecha: 2018-02-07T13:26:44-08:00*

Resumen: 2017 was a big year for Firefox DevTools. We updated and refined the UI, refactored three of the panels, squashed countless bugs, and shipped several new features. This work not only provides a faster and better DevTools experience, but lays the groundwork for some exciting new features and improvements for 2018 and beyond.

URL: https://hacks.mozilla.org/2018/02/forging-better-tools-for-the-web/

## 325. How to build your own private smart home with a Raspberry Pi and Mozilla's Things Gateway

*Autor: Desconocido | Fecha: 2018-02-06T09:07:40-08:00*

Resumen: Last year we announced Project Things by Mozilla. Project Things is a framework of software and services that can bridge the communication gap between connected devices by giving "things" URLs on the web. Today I'm excited to tell you about the latest version of the Things Gateway and how you can use it to directly […]

URL: https://hacks.mozilla.org/2018/02/how-to-build-your-own-private-smart-home-with-a-raspberry-pi-and-mozillas-things-gateway/

## 326. MDN browser compatibility data: Taking the guesswork out of web compatibility

*Autor: Desconocido | Fecha: 2018-02-01T01:53:34-08:00*

Resumen: The most powerful aspect of the web is also what makes it so challenging to build for: its universality. When you create a website, you're writing code that needs to be understood by a plethora of browsers on different devices and operating systems. To allow for browser compatibility data to be accessed programmatically rather than requiring developers to manually search for it, the MDN community is working on migrating the compatibility information currently stored on thousands of wiki pages to a machine-readable JSON format in a GitHub repository.

URL: https://hacks.mozilla.org/2018/02/mdn-browser-compatibility-data/

## 327. Where's Rust headed in 2018? Ask the community.

*Autor: Avatar photo | Fecha: 2018-01-31T07:53:29-08:00*

Resumen: Rust project leaders are setting the 2018 roadmap based on community input. The priority? Make Rust easier to learn, and make its developers more productive. Expect a major update to the open source systems programming language later this year.

URL: https://hacks.mozilla.org/2018/01/rust-community-roadmap-2018/

## 328. Shrinking WebAssembly and JavaScript code sizes in Emscripten

*Autor: Desconocido | Fecha: 2018-01-30T07:46:54-08:00*

Resumen: Emscripten is a compiler toolchain for asm.js and WebAssembly which lets you run C and C++ on the web at near-native speed. Emscripten output sizes have decreased a lot recently, especially for smaller programs. Alon Zakai takes a closer look at some of these optimizations and new areas for improvement.

URL: https://hacks.mozilla.org/2018/01/shrinking-webassembly-and-javascript-code-sizes-in-emscripten/

## 329. A rule-based framework to create dynamic themes

*Autor: Desconocido | Fecha: 2018-01-29T09:31:18-08:00*

Resumen: One issue with dynamic theming API compared to traditional CSS theming is that it

requires familiarity with JavaScript and WebExtension APIs to make a basic dynamic theme. To address this problem, I have experimented with a simple system that enables dynamic theming using simple theming "rules". A "rule" consists of a JavaScript condition string paired with a theme name. The boilerplate I've built takes care of the heavy-lifting needed by dynamic themes in order to set up WebExtension listeners, hooking with other APIs — to let you focus on the dynamic theming part.

URL: https://hacks.mozilla.org/2018/01/a-rule-based-framework-to-create-dynamic-themes/

## 330. Lessons learned from the A-Frame category in the js13kGames competition

*Autor: Desconocido | Fecha: 2018-01-25T08:57:41-08:00*

Resumen: With the Global Game Jam weekend ahead, it's a great time to consider building with WebVR and A-Frame. The js13kGames 2017 competition ended back in September last year, but the game devs who built playable WebVR entries limited to just 13 kilobytes learned a lot along the way. Here's a look at their learnings - and their code! And if you're looking for a new 3D challenge – Mozilla recently launched the WebVR Medieval Fantasy Experience Challenge, which is open now till the end of February.

URL: https://hacks.mozilla.org/2018/01/lessons-learned-from-the-a-frame-category-in-the-js13kgames-competition/

## 331. Introducing the MDN Product Advisory Board: actions and impressions from our first meeting

*Autor: Desconocido | Fecha: 2018-01-23T18:38:17-08:00*

Resumen: A report from the first in-person meeting of the MDN Product Advisory Board (PAB) held earlier this month. The goal of the MDN Product Advisory Board is to provide guidance that helps MDN be the best reference for web developers. In 2018, MDN users can look forward to a renewed focus on interactive samples and ongoing work around the MDN compatibility data project. Want to get more involved?

URL: https://hacks.mozilla.org/2018/01/introducing-the-mdn-product-advisory-board/

## 332. Firefox 58: The Quantum Era Continues

*Autor: Desconocido | Fecha: 2018-01-23T08:02:27-08:00*

Resumen: 2017 was a big year for Mozilla, culminating in the release of Firefox Quantum, a massive multi-year re-tooling of the browser focused on speed, and laying the groundwork for 2018 releases. Here's a roundup of some of the goodies in Firefox 58: including Off-Main-Thread Painting (OTMP) and other Gecko engine performance improvements, new support for CSS `font-display`, new Add to Home screen support in Firefox for Android, and more.

URL: https://hacks.mozilla.org/2018/01/firefox-58-the-quantum-era-continues/

## 333. Paying it forward at Global Diversity CFP Day

*Autor: Desconocido | Fecha: 2018-01-21T20:47:05-08:00*

Resumen: Global Diversity CFP Day takes place on Saturday, February 3, 2018. It's a decentralized, locally organized free event that's a safe space for people to get started as technical conference speakers. The workshop is designed to help you craft and submit a talk proposal to an event with an open CFP and a stated Code of Conduct. Especially designed for people who are typically under-represented at tech events, free workshops will take place on the same day at dozens of locations all over the planet

URL: https://hacks.mozilla.org/2018/01/paying-it-forward-at-global-diversity-cfp-day/

## 334. Oxidizing Source Maps with Rust and WebAssembly

*Autor: Desconocido | Fecha: 2018-01-18T08:38:03-08:00*

Resumen: A detailed look at how we replaced the most performance-sensitive portions of the source-map JavaScript Library's source map parser with Rust code that is compiled to WebAssembly. The results: The WebAssembly is up to 5.89 times faster than the JavaScript implementation on realistic benchmarks operating on real world source maps! Additionally, performance is also more consistent: relative standard deviations decreased. We hope that, by sharing our experience, we inspire others rewrite performance-sensitive JavaScript in Rust via WebAssembly.

URL: https://hacks.mozilla.org/2018/01/oxidizing-source-maps-with-rust-and-webassembly/

## 335. Making WebAssembly even faster: Firefox's new streaming and tiering compiler

*Autor: Avatar photo | Fecha: 2018-01-17T07:59:47-08:00*

Resumen: People call WebAssembly a game changer because it makes it possible to run code on the web faster. Some speedups are already present, and some are yet to come. With streaming compilation, the browser compiles the code while the code is still being downloaded. Up until now, this was just a potential future speedup. But with the release of Firefox 58 next week, it becomes a reality. Firefox 58 also includes a new 2-tiered compiler. The new baseline compiler compiles code 10–15 times faster than the optimizing compiler. Combined, these two changes mean we compile code faster than it comes in from the network.

URL: https://hacks.mozilla.org/2018/01/making-webassembly-even-faster-firefoxs-new-streaming-and-tiering-compiler/

## 336. Using Hardware Token-based 2FA with the WebAuthn API

*Autor: Desconocido | Fecha: 2018-01-16T08:02:14-08:00*

Resumen: To provide higher security for logins, websites are deploying two-factor authentication (2FA), often using a smartphone application or text messages. Those mechanisms make phishing harder but fail to prevent it entirely. Firefox 60 will ship with the WebAuthn API enabled by default, providing two-factor authentication built on public-key cryptography immune to phishing as we know it today. The API is available today in Firefox Nightly, and it's not too soon to start learning how to secure millions of users already in possession of FIDO U2F USB tokens.

URL: https://hacks.mozilla.org/2018/01/using-hardware-token-based-2fa-with-the-webauthn-api/

## 337. New flexbox guides on MDN

*Autor: Desconocido | Fecha: 2018-01-04T08:10:36-08:00*

Resumen: With Flexbox and Grid, plus the related specifications of Box Alignment and Writing Modes, we have new layout models for the web, which have been designed to enable the types of layouts we need to create. Whether your interest is in being able to implement more creative designs, or simply to streamline development of complex user interfaces Rachel Andrews' thoughtful materials will help you to gain a thorough understanding of the power of Flexbox and Grid working together.

URL: https://hacks.mozilla.org/2018/01/new-flexbox-guides-on-mdn/

## 338. Actual Input Latency: cross-browser measurement and the Hasal testing framework

*Autor: Desconocido | Fecha: 2017-12-13T07:07:31-08:00*

Resumen: Editor's Note: This post is also featured on the 2017 Performance Calendar. This is a story about an engineering team at Mozilla, based in Taipei, that was tasked with measuring performance and solving some specific performance bottlenecks in Firefox. It is also a story about user-reported performance issues that were turned into actionable insights. It […]
URL: https://hacks.mozilla.org/2017/12/actual-input-latency-and-the-hasal-testing-framework/

## 339. A Classic Extension Reborn: Tree Style Tab
*Autor: Avatar photo | Fecha: 2017-12-06T07:56:29-08:00*
Resumen: Yuki "Piro" Hiroshi is a trailblazer and a true do-it-yourselfer. Whenever the Tokyo-based programmer gets irritated with any aspect of his browsing experience, he builds a workaround for himself and shares it with others. After authoring nearly 100 browser extensions, Piro recently took on his biggest challenge yet: migrating the legacy Tree Style Tab (TST) extension to work with the new WebExtensions API and Firefox Quantum.
URL: https://hacks.mozilla.org/2017/12/webextension-tree-style-tab/

## 340. Using Headless Mode in Firefox
*Autor: Desconocido | Fecha: 2017-12-05T09:23:20-08:00*
Resumen: Browser automation is not a new idea, but is an increasingly important part of how modern websites are built, tested, and deployed. Firefox now has support for headless mode, making it easier to use as a backend to automated tools. Learn how to work with headless mode in Firefox.
URL: https://hacks.mozilla.org/2017/12/using-headless-mode-in-firefox/

## 341. Using the new theming API in Firefox
*Autor: Desconocido | Fecha: 2017-12-04T08:14:51-08:00*
Resumen: Explore the new theming API for Firefox Quantum, and see what you can do with lightweight theming, dynamic themes, per-window themes, and a quick look at what's next for themes in 2018.
URL: https://hacks.mozilla.org/2017/12/using-the-new-theming-api-in-firefox/

## 342. A Journey to <10% Word Error Rate
*Autor: Desconocido | Fecha: 2017-11-29T07:59:49-08:00*
Resumen: At Mozilla, we believe speech interfaces will be a big part of how people interact with their devices in the future. Today we are excited to announce the initial release of our open source speech recognition model so that anyone can develop compelling speech experiences.
URL: https://hacks.mozilla.org/2017/11/a-journey-to-10-word-error-rate/

## 343. DASH playback of AV1 video in Firefox
*Autor: Avatar photo | Fecha: 2017-11-28T07:30:50-08:00*
Resumen: Bitmovin and Mozilla, both members of the Alliance for Open Media (AOM), are partnering to bring AV1 playback with HTML5 to Firefox as the first browser to play AV1 MPEG-DASH/HLS streams. To make playback possible while the AV1 bitstream is still being finalized, we just need to ensure that the encoder and decoder use the same version of the bitstream. Bitmovin and Mozilla agreed on a simple, but for the time being useful, codec string, to ensure compatibility - check out the playback demo to see for yourself.
URL: https://hacks.mozilla.org/2017/11/dash-playback-of-av1-video/

## 344. New in Firefox 58: Developer Edition

*Autor: Desconocido | Fecha: 2017-11-21T09:41:41-08:00*

Resumen: Dive into the changes coming in Firefox 58, currently available to preview in Firefox Developer Edition. Highlights include more control for CSS authors, an even better Debugger, added support for WebVR and FLAC, WebExtension API additions, and more.

URL: https://hacks.mozilla.org/2017/11/new-in-firefox-58-developer-edition/

## 345. Comparing Browser Page Load Time: An Introduction to Methodology

*Autor: Desconocido | Fecha: 2017-11-20T07:59:49-08:00*

Resumen: On blog.mozilla.org, we shared results of a speed comparison study to show how fast Firefox Quantum with Tracking Protection enabled is compared to other browsers. In this companion post, we share some insights into the methodology behind these page load time comparison studies and benchmarks. Our study focused on news web sites, which tend to come with an abundance of trackers, and uses the Navigation Timing API as a data source.

URL: https://hacks.mozilla.org/2017/11/comparing-browser-page-load-time-an-introduction-to-methodology/

## 346. A super-stable WebVR user experience thanks to Firefox Quantum

*Autor: Desconocido | Fecha: 2017-11-16T07:50:55-08:00*

Resumen: The Quantum release incorporates major optimizations from Quantum Flow, an holistic effort to modernize and improve the foundations of the Firefox web engine by identifying and removing the main sources of jank without rewriting everything from scratch. Quantum Flow has had an important and noticeable effect on WebVR stability and performance, as Salva demonstrates in this article.

URL: https://hacks.mozilla.org/2017/11/a-super-stable-webvr-user-experience-thanks-to-firefox-quantum/

## 347. Entering the Quantum Era—How Firefox got fast again and where it's going to get faster

*Autor: Avatar photo | Fecha: 2017-11-13T06:00:33-08:00*

Resumen: Over the past seven months, we've been rapidly replacing major parts of the engine, introducing Rust and parts of Servo to Firefox. Plus, we've had a browser performance strike force scouring the codebase for performance issues, both obvious and non-obvious. We call this Project Quantum, and the first general release of the reborn Firefox Quantum comes out tomorrow.

URL: https://hacks.mozilla.org/2017/11/entering-the-quantum-era-how-firefox-got-fast-again-and-where-its-going-to-get-faster/

## 348. Go beyond console.log with the Firefox Debugger

*Autor: Desconocido | Fecha: 2017-11-08T08:00:26-08:00*

Resumen: console.log is no debugger. It's great for figuring out what your JavaScript app is up to, but it's limited to spitting out a minimal amount of information. If your code is complex, you'll need a proper debugger. That's why we've added a new section to the Firefox Devtools Playground that's all about debugging, with four basic lessons that use the Firefox Debugger to examine and repair a simple JavaScript to-do app.

URL: https://hacks.mozilla.org/2017/11/go-beyond-console-log-with-the-firefox-debugger/

## 349. Async Pan/Zoom (APZ) lands in Firefox Quantum

*Autor: Desconocido | Fecha: 2017-11-06T07:25:52-08:00*

Resumen: Asynchronous pan and zoom (APZ) is landing in Firefox Quantum, which means jank-free, smooth scrolling for all! Until now, scrolling was part of the main JavaScript thread. This meant that when JavaScript code was being executed, the user could not scroll the page. With APZ, scrolling is decoupled from the JavaScript thread, leading to a smoother scrolling experience, especially in slower devices, like mobile phones.
URL: https://hacks.mozilla.org/2017/11/async-panzoom-apz-lands-in-firefox-quantum/

## 350. Saying Goodbye to Firebug

*Autor: Desconocido | Fecha: 2017-10-24T08:22:34-07:00*
Resumen: The most popular and powerful web development tool. Firebug has been a phenomenal success. Over its 12-year lifespan, the open source tool developed a near cult following among web developers. When it came out in 2005, Firebug was the first tool to let programmers inspect, edit, and debug code right in the Firefox browser.
URL: https://hacks.mozilla.org/2017/10/saying-goodbye-to-firebug/

## 351. Add Progressive Web Apps to your Home screen in Firefox for Android

*Autor: Desconocido | Fecha: 2017-10-23T11:56:31-07:00*
Resumen: Nowadays, practically all websites are built with responsive web design principles at their core: truly a dramatic improvement over yesteryear's desktop-focused web. Over the last two years, a similar and complementary evolution has been happening: Progressive Web Apps (PWA), an umbrella term for a new set of standardized browser technologies that combine the low-friction nature of the web with the reliability and capabilities we typically associate with native apps, are gaining ground on mobile and desktop.
URL: https://hacks.mozilla.org/2017/10/progressive-web-apps-firefox-android/

## 352. How we rebuilt the viewsourceconf.org website

*Autor: Desconocido | Fecha: 2017-10-19T07:41:16-07:00*
Resumen: There are a lot of interesting challenges when working with legacy code at a large scale, but rebuilding from scratch usually isn't an option. Recently we had the chance to start fresh and rebuild Mozilla's View Source website for the upcoming conference in London. Here are a few highlights of the architectural decisions we made to make the site faster, more secure, and more reliable.
URL: https://hacks.mozilla.org/2017/10/how-we-rebuilt-the-viewsourceconf-org-website/

## 353. An Introduction to CSS Grid Layout: Part 1

*Autor: Avatar photo | Fecha: 2017-10-17T09:46:18-07:00*
Resumen: CSS Grid Layout is completely changing the game for web design. It allows us to create complex layouts on the web using simple CSS. Part 1 of this 2-part primer introduces the vocabulary of CSS Grid and the new Firefox DevTools playground, and shows you how to start coding.
URL: https://hacks.mozilla.org/2017/10/an-introduction-to-css-grid-layout-part-1/

## 354. An Introduction to CSS Grid Layout: Part 2

*Autor: Avatar photo | Fecha: 2017-10-17T09:45:38-07:00*
Resumen: In Part 2 of this 2-part introduction Dan Brown walks you through three different methods for creating the same layout and points you to the Firefox DevTools Playground to continue learning and exploring.

URL: https://hacks.mozilla.org/2017/10/an-introduction-to-css-grid-layout-part-2/

## 355. Remaking Lightbeam as a browser extension

*Autor: Desconocido | Fecha: 2017-10-12T07:31:20-07:00*

Resumen: You may have heard of browser extensions — the technology for building extensions in Firefox has been modernized to support Web standards, and is one of the reasons why Firefox Quantum will be the fastest and most stable release yet. This post looks at conceptual differences between a browser extension and a traditional web application, illustrated with some practical examples and tips from the author's experience developing Lightbeam.
URL: https://hacks.mozilla.org/2017/10/remaking-lightbeam-as-a-browser-extension/

## 356. The whole web at maximum FPS: How WebRender gets rid of jank

*Autor: Avatar photo | Fecha: 2017-10-10T08:00:27-07:00*

Resumen: The Firefox Quantum release is getting close. It brings many performance improvements, including the super fast CSS engine that we brought over from Servo. But there's another big piece of Servo technology that's not in Firefox Quantum quite yet, though it's coming soon. That's WebRender, which is being added to Firefox as part of the […]
URL: https://hacks.mozilla.org/2017/10/the-whole-web-at-maximum-fps-how-webrender-gets-rid-of-jank/

## 357. Firefox 56: Last Stop before Quantum

*Autor: Desconocido | Fecha: 2017-10-04T09:02:55-07:00*

Resumen: Here at Mozilla, we're extremely excited about next month's release of Firefox Quantum, with massive speed improvements, a brand new UI, and many Developer Tools upgrades -- available now in Developer Edition. But last week's general release of Firefox 56 features good news for developers now - including "headless mode" across all OSes, our modern new debugger, and much more.
URL: https://hacks.mozilla.org/2017/10/firefox-56-last-stop-before-quantum/

## 358. An overview of Containers for add-on developers

*Autor: Desconocido | Fecha: 2017-10-03T08:03:09-07:00*

Resumen: Containers work by giving users the ability to place barriers on the flow of data across sites by isolating cookies, indexedDB, localStorage, and caches within discrete browsing contexts. This in-depth introduction to Containers and Container extensions explores the capabilities of Containers and contextual identity for developers.
URL: https://hacks.mozilla.org/2017/10/containers-for-add-on-developers/

## 359. Multi-user experiences with A-Frame

*Autor: Desconocido | Fecha: 2017-10-02T10:26:34-07:00*

Resumen: Salva de la Puente describes the sharedspace component he's built, which brings the power of WebRTC to A-Frame users. The component provides a collaboration model where participants can join or leave a named space, share audio and state, and send JSON-serializable objects to other peers. Check it out!
URL: https://hacks.mozilla.org/2017/10/multi-user-experiences-with-a-frame/

## 360. RNNoise: Using Deep Learning for Noise Suppression

*Autor: Avatar photo | Fecha: 2017-09-28T07:49:37-07:00*

Resumen: The Mozilla Research RRNoise project shows how to apply deep learning to noise suppression. It combines classic signal processing with deep learning, but it's small and fast. And you can help! Find out how to donate your noise to science.
URL: https://hacks.mozilla.org/2017/09/rnnoise-deep-learning-noise-suppression/

## 361. Firefox Quantum Developer Edition: the fastest Firefox ever with Photon UI and better tooling

*Autor: Desconocido | Fecha: 2017-09-26T07:05:33-07:00*
Resumen: Firefox Quantum is now available in Developer Edition, and this Firefox is fast. Today's release is a major milestone towards our next-generation browser, and includes Quantum CSS, Firefox's new CSS rendering engine; Photon, a major UI refresh; and lots more speed and features you've requested.
URL: https://hacks.mozilla.org/2017/09/firefox-quantum-developer-edition-fastest-firefox-ever/

## 362. Developer Edition Devtools Update: Now with Photon UI

*Autor: Desconocido | Fecha: 2017-09-26T07:05:18-07:00*
Resumen: An update on all the changes and improvements to Firefox Dev Tools available now in the Firefox Quantum Developer Edition release. Beginning with the brand-new logo and new Photon UI, the DevTools suite is faster and more responsive to developer needs - including improvements to the Inspector, Console, Debugger, and Network Monitor.
URL: https://hacks.mozilla.org/2017/09/developer-edition-devtools-update-now-with-photon-ui/

## 363. Always Right – An Extension Migration Story

*Autor: Desconocido | Fecha: 2017-09-21T07:58:46-07:00*
Resumen: A veteran Firefox add-on developer describes how he migrated Always Right, one of his personal must-have browser extensions, to the new WebExtensions API.
URL: https://hacks.mozilla.org/2017/09/always-right-a-webextension-migration-story/

## 364. Building the DOM faster: speculative parsing, async, defer and preload

*Autor: Desconocido | Fecha: 2017-09-14T07:54:53-07:00*
Resumen: In 2017, the toolbox for making sure your web page loads fast includes everything from minification and asset optimization to caching, CDNs, code splitting and tree shaking. Understanding what goes on inside a browser is still the most powerful tool for every web developer. This article breaks down how defer and async work and how you can leverage the new keyword preload.
URL: https://hacks.mozilla.org/2017/09/building-the-dom-faster-speculative-parsing-async-defer-and-preload/

## 365. Experimenting with WebAssembly and Computer Vision

*Autor: Desconocido | Fecha: 2017-09-12T08:17:39-07:00*
Resumen: This past summer, four students at a coding bootcamp in Los Angeles began experimenting with WebAssembly. The result, after six weeks of exploration, was WebSight: a real-time face detection demo based on OpenCV.
URL: https://hacks.mozilla.org/2017/09/bootcamps-webassembly-and-computer-vision/

## 366. Meta 2 AR Headset with Firefox

*Autor: Desconocido | Fecha: 2017-09-08T08:00:41-07:00*

Resumen: One of the biggest challenges in developing immersive WebVR experiences today is that immersion takes you away from your developer tools. With Meta's new augmented reality headset, you can work on and experience WebVR content today without ever taking a headset on or off, or connecting developer tools to a remote device.
URL: https://hacks.mozilla.org/2017/09/meta-2-ar-headset-with-firefox/

## 367. I built something with A-Frame in 2 days (and you can too)

*Autor: Avatar photo | Fecha: 2017-09-06T08:03:24-07:00*
Resumen: A few months ago, I had the opportunity to try out several WebVR experiences for the first time, and I was blown away by the possibilities. Using just a headset and my Firefox browser, I was able to play games, explore worlds, paint, create music and so much more. All through the open web. I […]
URL: https://hacks.mozilla.org/2017/09/i-built-something-with-a-frame-in-2-days-and-you-can-too/

## 368. Life After Flash: Multimedia for the Open Web

*Autor: Desconocido | Fecha: 2017-08-29T07:53:15-07:00*
Resumen: Part II: Flash delivered video, animation, interactive sites and, yes, ads to billions of users for more than a decade, but now it's going away. Here's a compilation of resources that looks ahead at the open web technologies that have emerged to make web video, animation, and game development more performant and engaging than ever!
URL: https://hacks.mozilla.org/2017/08/life-after-flash-multimedia-for-the-open-web/

## 369. Flash, In Memoriam

*Autor: Desconocido | Fecha: 2017-08-29T07:52:19-07:00*
Resumen: Part I of a two-part reflection on digital multimedia, yesterday and today: Macromedia launched Flash 1.0 in 1996 with the grand vision of a single multimedia platform that would work flawlessly in any browser or any computer. In its day, Flash triggered a wave of creativity and inspired millions of people around the world to create digital media for the web. At one time, 75% of all video content on the web was delivered via the Flash player.
URL: https://hacks.mozilla.org/2017/08/flash-in-memoriam/

## 370. Introducing the Extension Compatibility Tester

*Autor: Desconocido | Fecha: 2017-08-24T07:29:58-07:00*
Resumen: With Firefox's move to a modern web-style browser extension API, it's now possible to maintain one codebase and ship an extension in multiple browsers. However, since different browsers can have different capabilities, some extensions may require modification to be truly portable. With this in mind, we've built the Extension Compatibility Tester.
URL: https://hacks.mozilla.org/2017/08/introducing-the-extension-compatibility-tester/

## 371. Inside a super fast CSS engine: Quantum CSS (aka Stylo)

*Autor: Avatar photo | Fecha: 2017-08-22T08:30:55-07:00*
Resumen: Project Quantum is a major rewrite of Firefox's internals to make Firefox fast. We're swapping in parts from our experimental browser, Servo, and making massive improvements to other parts of the engine. The first major component from Servo—a new CSS engine called Quantum CSS (previously known as Stylo)—is now available for testing in our Nightly version. It brings together state-of-the-art innovations from four different browsers to create a new super CSS engine.

URL: https://hacks.mozilla.org/2017/08/inside-a-super-fast-css-engine-quantum-css-aka-stylo/

## 372. Essential WebVR resources

*Autor: Desconocido | Fecha: 2017-08-15T06:30:29-07:00*

Resumen: With the release of the WebVR API v1.1, and WebVR support in Firefox 55, here's a collection of useful resources for WebVR development. From the landing page at vr.mozilla.org to the A-Frame website and community, here's everything you need to get started.
URL: https://hacks.mozilla.org/2017/08/essential-webvr-resources/

## 373. A-Frame comes to js13kGames: build a game in WebVR

*Autor: Desconocido | Fecha: 2017-08-14T08:03:13-07:00*

Resumen: Announcing a new twist to this year's js13kgames competition - the A-Frame category! We challenge you to build a WebVR game experience with A-Frame. For this category, you'll have the same file size limit set to 13 kilobytes plus the A-Frame library for free. This year's theme: lost. Submissions close: September 13.
URL: https://hacks.mozilla.org/2017/08/a-frame-comes-to-js13kgames/

## 374. Firefox 55: first desktop browser to support WebVR

*Autor: Desconocido | Fecha: 2017-08-08T06:01:03-07:00*

Resumen: Firefox on Windows is the first desktop browser to support the new WebVR standard (and macOS support is ready now in Nightly!) You'll find many new features for developers, as well as underlying platform changes that make Firefox and the Web faster and more secure.
URL: https://hacks.mozilla.org/2017/08/firefox-55-supports-webvr/

## 375. WebVR for All Windows Users

*Autor: Desconocido | Fecha: 2017-08-07T07:53:45-07:00*

Resumen: On August 8, Mozilla will make WebVR available in Firefox for all 64-bit Windows users with an Oculus Rift or HTC VIVE headset. Since we first announced this feature two months ago, we've seen tremendous growth in the tooling, art content, and applications being produced for WebVR.
URL: https://hacks.mozilla.org/2017/08/webvr-for-all-windows-users/

## 376. Intersection Observer comes to Firefox

*Autor: Desconocido | Fecha: 2017-08-02T12:51:02-07:00*

Resumen: What do infinite scrolling, lazy loading, and online advertisements all have in common? They need to know about—and react to—the visibility of elements on a page! Unfortunately, knowing whether or not an element is visible has traditionally been difficult on the Web. Most solutions listen for scroll and resize events, then use DOM APIs like […]
URL: https://hacks.mozilla.org/2017/08/intersection-observer-comes-to-firefox/

## 377. Tour the latest features of the CSS Grid Inspector, July 2017

*Autor: Avatar photo | Fecha: 2017-07-31T07:00:03-07:00*

Resumen: We began work on a developer tool to help with understanding and using CSS Grid over a year ago. In March, we shipped the first version of a Grid Inspector in the Firefox DevTools along with CSS Grid. Now significant new features are landing in Firefox Nightly. Here's a tour of what's arrived in July […]
URL: https://hacks.mozilla.org/2017/07/tour-the-latest-features-of-the-css-grid-inspector-july-2017/

## 378. Inspect, Modify, and Debug React and Redux in Firefox with Add-ons

*Autor: Desconocido | Fecha: 2017-07-26T10:42:59-07:00*

Resumen: React, along with Redux, is one of the fastest and most flexible UI frameworks on the web. It's easy to write, easy to use and is great for teams. However, it's not easy to debug them in the browser. Now, browser add-ons like React Developer Tools, Redux DevTools, and Vue let you inspect, modify, and debug your code right in the browser.

URL: https://hacks.mozilla.org/2017/07/debug-react-redux-firefox-add-ons/

## 379. The MDN Redesign "Behind the Scenes"

*Autor: Desconocido | Fecha: 2017-07-25T08:20:09-07:00*

Resumen: MDN is getting a new look today. Read about the changes we've made, like bug fixes, toning down the contrast and enabling http2. Want to hear more about our new system for overriding site fonts on a per-locale basis? Drop us a line in the comments section. Did we break something you love? File a bug and we'll take a look.

URL: https://hacks.mozilla.org/2017/07/the-mdn-redesign-behind-the-scenes/

## 380. Optimizing Performance of A-Frame Scenes for Mobile Devices

*Autor: Desconocido | Fecha: 2017-07-24T08:37:55-07:00*

Resumen: A-Frame makes building 3D and VR web applications easy, so developers of all skill levels can create rich and interactive virtual worlds. For an Oregon State University student project focused on WebVR, our team investigated performance and optimizations for A-Frame on Android smartphones. We developed a means of benchmarking the level of 3D complexity a mobile phone is capable of, and determining which performance metrics are required for such a benchmark.

URL: https://hacks.mozilla.org/2017/07/optimizing-performance-of-a-frame-scenes-for-mobile-devices/

## 381. The Next Generation of Web Gaming

*Autor: Desconocido | Fecha: 2017-07-20T08:21:27-07:00*

Resumen: Now available in Firefox and Chrome, and also soon in Edge and WebKit, WebAssembly enables near-native performance of code in the browser, which is great for game development, and has also shown benefits for WebVR applications. Here's a look at how far we've come and what's ahead for HTML5 game development.

URL: https://hacks.mozilla.org/2017/07/the-next-generation-of-web-gaming/

## 382. WebAssembly for Native Games on the Web

*Autor: Desconocido | Fecha: 2017-07-20T08:21:11-07:00*

Resumen: There's never been a better time to port a native game to the web. Here are some tips from the trenches for getting started with WebAssembly and Emscripten.

URL: https://hacks.mozilla.org/2017/07/webassembly-for-native-games-on-the-web/

## 383. Creating a WebAssembly module instance with JavaScript

*Autor: Avatar photo | Fecha: 2017-07-19T08:02:47-07:00*

Resumen: This is the 1st article in a 3-part series of articles with code cartoons that illustrate how to get started running WebAssembly modules in the browser today, how to work with memory in WebAssembly, and how to use table imports.

URL: https://hacks.mozilla.org/2017/07/creating-a-webassembly-module-instance-with-javascript/

## 384. Memory in WebAssembly (and why it's safer than you think)

*Autor: Avatar photo | Fecha: 2017-07-19T08:02:17-07:00*

Resumen: This is the 2nd article in a 3-part series of articles with code cartoons about running WebAssembly modules and memory safety.

URL: https://hacks.mozilla.org/2017/07/memory-in-webassembly-and-why-its-safer-than-you-think/

## 385. WebAssembly table imports… what are they?

*Autor: Avatar photo | Fecha: 2017-07-19T08:01:48-07:00*

Resumen: This is the 3rd article in a 3-part series of articles with code cartoons that illustrate how to get started running WebAssembly modules and how to use table imports.

URL: https://hacks.mozilla.org/2017/07/webassembly-table-imports-what-are-they/

## 386. Picasso Tower 360⁰ tour with A-Frame

*Autor: Desconocido | Fecha: 2017-07-18T08:01:59-07:00*

Resumen: 360⁰ tours offer first-time WebVR creators a perfect starting project that does not require exotic or expensive gear to begin VR development. Panoramic 360⁰ scenes naturally fall back to regular 2D visualization on a desktop or mobile screen. Today's tour will help you get started building an A-Frame 360⁰ experience of your own.

URL: https://hacks.mozilla.org/2017/07/picasso-tower-360o-tour-with-a-frame/

## 387. Introducing sphinx-js, a better way to document large JavaScript projects

*Autor: Desconocido | Fecha: 2017-07-14T08:10:02-07:00*

Resumen: Go beyond the flat, alphabetical lists of JSDoc, and document your JavaScript libraries in a way that's easier to learn. As a bonus, keep your old JSDoc syntax.

URL: https://hacks.mozilla.org/2017/07/introducing-sphinx-js-a-better-way-to-document-large-javascript-projects/

## 388. Introducing HumbleNet: a cross-platform networking library that works in the browser

*Autor: Desconocido | Fecha: 2017-06-29T09:50:11-07:00*

Resumen: Announcing the release of HumbleNet, a project initiated at Humble Bundle in 2015 to port peer-to-peer multiplayer games, originally to asm.js and now to WebAssembly. The current open source version of the library exposes a simple peer-to-peer API that allows for basic peer discovery and the ability to easily send data (via WebRTC) to other peers. Today, you can build a game that runs on Linux, macOS, and Windows, while using any web browser — and they can all communicate in real-time via WebRTC.

URL: https://hacks.mozilla.org/2017/06/introducing-humblenet-a-cross-platform-networking-library-that-works-in-the-browser/

## 389. Building the Web of Things

*Autor: Desconocido | Fecha: 2017-06-28T11:36:20-07:00*

Resumen: Mozilla is working to create a Web of Things framework of software and services that can bridge the communication gap between connected devices. Today we're announcing the availability of a prototype of the first component of this system, the Things Gateway. We've made available a software image you can use to build your own Web of Things gateway using a Raspberry Pi.

URL: https://hacks.mozilla.org/2017/06/building-the-web-of-things/

## 390. Opus audio codec version 1.2 released

*Autor: Avatar photo | Fecha: 2017-06-26T06:43:35-07:00*

Resumen: The Opus audio codec just got another major upgrade with the release of version 1.2, bringing many speech and music quality improvements, especially at low bitrates.

URL: https://hacks.mozilla.org/2017/06/opus-audio-codec-version-1-2-released/

## 391. An inside look at Quantum DOM Scheduling

*Autor: Desconocido | Fecha: 2017-06-23T07:56:16-07:00*

Resumen: Scheduling is a significant piece of Project Quantum, which focuses on making Firefox more responsive, especially when lots of tabs are open. In this article, we describe problems we identified in multi-tab browsing, the solutions we figured out, the current status of Quantum DOM, and opportunities for contribution to the project.

URL: https://hacks.mozilla.org/2017/06/an-inside-look-at-quantum-dom-scheduling/

## 392. Powerful New Additions to the CSS Grid Inspector in Firefox Nightly

*Autor: Avatar photo | Fecha: 2017-06-22T08:00:44-07:00*

Resumen: CSS Grid is revolutionizing web design. It's a flexible, simple design standard that can be used across all browsers and devices. That's why we built CSS Grid Inspector. We've been working hard on the Firefox Developer Tools Layout panel, adding powerful new features to the Grid Inspector and Box Model. The latest enhancements are now available in Firefox Nightly.

URL: https://hacks.mozilla.org/2017/06/new-css-grid-layout-panel-in-firefox-nightly/

## 393. Designing for performance: A data-informed approach for Quantum development

*Autor: Desconocido | Fecha: 2017-06-21T07:56:07-07:00*

Resumen: What makes work on performance so challenging and why is it so important to include the user from the very beginning? This article explores the difference between technical and perceived performance, and describes an approach to testing and measurement that correlates the user's quality of experience with characteristics that engineers can benchmark.

URL: https://hacks.mozilla.org/2017/06/designing-for-performance-a-data-informed-approach-for-quantum-development/

## 394. Network Monitor Reloaded (Part 1)

*Autor: Desconocido | Fecha: 2017-06-15T09:07:12-07:00*

Resumen: The Network Monitor tool has been available in Firefox since the earliest days of Firefox Dev Tools. It's an invaluable tool for anyone who cares about page load performance and fast modern web pages. Now the monitor has been re-architected for a more modern web development workflow using standard web technologies

URL: https://hacks.mozilla.org/2017/06/network-monitor-reloaded/

## 395. Hacking on the Network Monitor Developer Tool (Part 2)

*Autor: Desconocido | Fecha: 2017-06-15T09:06:36-07:00*

Resumen: Go hands-on with the Network Monitor! We'll walk you through the process of running this dev tool on top of the Launchpad and utilizing the hot-reload feature to see code changes instantly.

URL: https://hacks.mozilla.org/2017/06/hacking-on-the-network-monitor-developer-tool/

## 396. A crash course in memory management

*Autor: Avatar photo | Fecha: 2017-06-14T08:45:39-07:00*

Resumen: This is the first article in a 3-part series of code cartoons that explore SharedArrayBuffers in JavaScript and how they are used. To understand why ArrayBuffer and SharedArrayBuffer were added to JavaScript, you need to understand a bit about memory management.

URL: https://hacks.mozilla.org/2017/06/a-crash-course-in-memory-management/

## 397. A cartoon intro to ArrayBuffers and SharedArrayBuffers

*Autor: Avatar photo | Fecha: 2017-06-14T08:45:17-07:00*

Resumen: This is the second article in a 3-part series of code cartoons that explore SharedArrayBuffers in JavaScript and how they are used.

URL: https://hacks.mozilla.org/2017/06/a-cartoon-intro-to-arraybuffers-and-sharedarraybuffers/

## 398. Avoiding race conditions in SharedArrayBuffers with Atomics

*Autor: Avatar photo | Fecha: 2017-06-14T08:44:57-07:00*

Resumen: This is the third article in a 3-part series of code cartoons that explore SharedArrayBuffers in JavaScript and how they are used.

URL: https://hacks.mozilla.org/2017/06/avoiding-race-conditions-in-sharedarraybuffers-with-atomics/

## 399. Firefox 54: E10S-Multi, WebExtension APIs, CSS clip-path

*Autor: Desconocido | Fecha: 2017-06-13T11:57:18-07:00*

Resumen: The release of Firefox 54 completes the transformation of Firefox into a fully multi-process browser, running many simultaneous content processes in addition to a UI process and, on Windows, a special GPU process. This design makes it easier to utilize all of the cores available on modern processors and, in the future, to securely sandbox web content. This release also offers new support for the CSS clip-path property, and updates to the WebExtensions APIs.

URL: https://hacks.mozilla.org/2017/06/firefox-54-e10s-webextension-apis-css-clip-path/

## 400. Shapes in clipping and masking – and how to use them

*Autor: Desconocido | Fecha: 2017-06-09T08:46:51-07:00*

Resumen: The general release of Firefox 54 is just around the corner and it will introduce new features into an already cool CSS property: clip-path, a property that allows us to clip (i.e., cut away) parts of an element. With Firefox 54, you will be able to use CSS shapes as well: insets, circles, ellipses and polygons. In this demo-rich post, we'll explore the features of clipping and masking and how they are used.

URL: https://hacks.mozilla.org/2017/06/css-shapes-clipping-and-masking/

## 401. Cross-browser extensions, available now in Firefox

*Autor: Desconocido | Fecha: 2017-06-08T07:54:16-07:00*

Resumen: We're modernizing the way developers build extensions for Firefox! We call the new APIs WebExtensions , because they're written using the technologies of the Web: HTML, CSS, and JavaScript. And just like the technologies of the Web, you can write one codebase that works in multiple places.

URL: https://hacks.mozilla.org/2017/06/cross-browser-extensions-available-now-in-firefox/

## 402. Introducing FilterBubbler: A WebExtension built using React/Redux

*Autor: Desconocido | Fecha: 2017-06-07T07:47:06-07:00*

Resumen: We're building a text analysis toolkit with the new WebExtensions API. This toolkit will let you monitor various browser activities and resources (history, bookmarks, etc.) and then let you use text analysis modules to discover patterns in your own browsing history. The idea was to turn the tables on the kinds of sophisticated analysis that advertisers do with the everyday browsing activities we take for granted. We're building this project using React/Redux tooling, and in this post we walk you through some of our design challenges and the decisions we made.
URL: https://hacks.mozilla.org/2017/06/introducing-filterbubbler-a-webextension-built-using-reactredux/

## 403. Announcing WebVR on Mac via Firefox Nightly

*Autor: Desconocido | Fecha: 2017-06-05T12:49:30-07:00*

Resumen: Mozilla is pleased to announce WebVR is now available for macOS today via Firefox Nightly. This follows our announcement last week that WebVR is shipping in Firefox 55 for Windows. More than 20% of Hacks readers (on desktop) and a quarter of web developers accessing the Mozilla Developer Network are on macOS. Many developers go […]
URL: https://hacks.mozilla.org/2017/06/announcing-webvr-on-mac/

## 404. VR development from the comfort of your regular environment

*Autor: Desconocido | Fecha: 2017-05-31T08:16:35-07:00*

Resumen: If you're new at developing VR content, maybe you've recently switched to a Windows PC. Coming from Mac and Linux systems, switching to and from Windows can be a challenge. If this is your situation too, here's a walkthrough of one developer's setup for working with virtual reality, that maintains the comfort of a familiar context and minimizes disruptive context switches.
URL: https://hacks.mozilla.org/2017/05/vr-development-from-the-comfort-of-your-regular-environment/

## 405. Showcasing your WebVR experiences

*Autor: Desconocido | Fecha: 2017-05-19T08:36:13-07:00*

Resumen: WebVR combines the powerful reach of the Internet with the immersive appeal of virtual reality content. With WebVR, a VR experience is never more than one URL away. Nevertheless, VR equipment is still expensive and not quite adopted for consumer use. For this reason, it is useful to be able to record your VR projects for others to experience and enjoy. This tutorial teaches you how to record a virtual experience you've created using the mirror mode in SteamVR.
URL: https://hacks.mozilla.org/2017/05/showcasing-your-webvr-experiences/

## 406. Having fun with physics and A-Frame

*Autor: Desconocido | Fecha: 2017-05-16T08:09:05-07:00*

Resumen: A-Frame is a WebVR framework to build virtual reality experiences. It comes with some bundled components that allow you to easily add behavior to your VR scenes, but you can download more –or even create your own. In this post, you can see how to create a VR scene that integrates a physics engine via a third-party component.
URL: https://hacks.mozilla.org/2017/05/having-fun-with-physics-and-a-frame/

## 407. Debugger.html Call Stack Improvements

*Autor: Avatar photo | Fecha: 2017-05-11T07:45:26-07:00*

Resumen: Debugger.html is an open source project, built on top of React and Redux, that functions as a standalone debugger for Firefox, Chrome and Node. The debugger is also being integrated into the Firefox Developer Tools offering. Currently it is available in the Firefox 53 release behind the devtools.debugger.new-debugger-frontend preference.
URL: https://hacks.mozilla.org/2017/05/debugger-html-call-stack-improvements/

## 408. Quantum Up Close: What is a browser engine?

*Autor: Desconocido | Fecha: 2017-05-09T08:22:51-07:00*
Resumen: A web browser is a piece of software that loads remote files and displays them locally, allowing for user interaction. Quantum is the code name for an project we've undertaken at Mozilla to massively upgrade the Firefox browser engine. In this post, we'll start from the beginning, by explaining the fundamental thing Quantum is changing and why you should care.
URL: https://hacks.mozilla.org/2017/05/quantum-up-close-what-is-a-browser-engine/

## 409. Debugging Web Push in Mozilla Firefox

*Autor: Desconocido | Fecha: 2017-05-02T08:07:24-07:00*
Resumen: Web Push has a large number of "moving parts", systems and components that need to work together in order for your message to be successfully sent and received. One of the challenges with implementation issues is trying to figure out what went wrong. In this article, we offer suggestions and insight into best using and debugging the service.
URL: https://hacks.mozilla.org/2017/05/debugging-web-push-in-mozilla-firefox/

## 410. Fathom: a framework for understanding web pages

*Autor: Desconocido | Fecha: 2017-04-26T08:07:29-07:00*
Resumen: Meet Fathom, a mini-language for writing semantic extractors, that you can use client- or server-side to extract meaning from the content of a web page. Scoop up all those ideas you threw away because they required too much understanding by the browser. We can do that now.
URL: https://hacks.mozilla.org/2017/04/fathom-a-framework-for-understanding-web-pages/

## 411. Firefox 53: Quantum Compositor, Compact Themes, CSS Masks, and More

*Autor: Desconocido | Fecha: 2017-04-19T09:11:42-07:00*
Resumen: Firefox 53 includes the first significant piece of Project Quantum, the Quantum Compositor for Windows. Dig in to features and under-the-hood improvements such as compact themes, new WebExtension features, the CSS mask property, and more.
URL: https://hacks.mozilla.org/2017/04/firefox-53-quantum-compositor-compact-themes-css-masks-and-more/

## 412. Simplifying Firefox Release Channels and Improving Developer Edition's Stability

*Autor: Desconocido | Fecha: 2017-04-17T08:02:54-07:00*
Resumen: Streamlining our release process and quickly getting stable new features to users and developers is a priority for Firefox. Taking a close critical look at our release channels, it became clear that Aurora was not meeting our expectations as a first stabilization channel. Starting on April 18, the Firefox Aurora channel will stop updating, and […]
URL: https://hacks.mozilla.org/2017/04/simplifying-firefox-release-channels/

## 413. Replace Bootstrap Layouts with CSS Grid

*Autor: Avatar photo | Fecha: 2017-04-13T08:20:14-07:00*

Resumen: In March, Mozilla released Firefox 52, which added support for CSS Grid Layout. If you aren't familiar with CSS Grid, it is a two-dimensional layout system for the web that allows us to create layout patterns natively in the browser. This means we can easily recreate familiar grids using just a few lines of CSS. […]

URL: https://hacks.mozilla.org/2017/04/replace-bootstrap-layouts-with-css-grid/

## 414. Hacking & Contributing to Servo On Windows

*Autor: Desconocido | Fecha: 2017-04-06T09:21:24-07:00*

Resumen: Like many cross-platform open source projects, Servo, the high-performance browser engine project written in Rust, has always been a bit of a nightmare to build and run on Windows. Luckily, thanks to the Rust team and Servo community, most of the issues have been squashed and we can now launch it with nothing more than […]

URL: https://hacks.mozilla.org/2017/04/hacking-contributing-to-servo-on-windows/

## 415. HTML5 Games Workshop: Make a platformer game with JavaScript!

*Autor: Desconocido | Fecha: 2017-04-04T08:45:37-07:00*

Resumen: I have always wanted to run a game development workshop, and some weeks ago, thanks to AdaJS in Barcelona, I finally got my chance. Empezamos con lleno el taller de videojuegos de @ladybenko en @CanodromBCN Ø=ÜOØ<ßûØ=ÜOØ<ßû pic.twitter.com/FWyfcSF16R — (@adabcnjs) March 4, 2017 Best news? The materials that I created are available online! And you […]

URL: https://hacks.mozilla.org/2017/04/html5-games-workshop-make-a-platformer-game-with-javascript/

## 416. Developer Edition 54: New inspector and debugger features, MDN help in the netmonitor, and more

*Autor: Desconocido | Fecha: 2017-03-30T07:59:41-07:00*

Resumen: A roundup of great new developer tool features and fixes released in Firefox Developer Edition 54 - for debugging, inspecting, monitoring, and generally making your workflow smarter and better.

URL: https://hacks.mozilla.org/2017/03/developer-edition-54-new-inspector-and-debugger-features/

## 417. A Saturday Night: Track and record movement in WebVR

*Autor: Desconocido | Fecha: 2017-03-29T08:00:40-07:00*

Resumen: Mozilla's WebVR team has released a fun new virtual reality demo called A Saturday Night. Put your VR headset on, perform a dance, and share it with the world!

URL: https://hacks.mozilla.org/2017/03/a-saturday-night-track-and-record-movement-in-webvr/

## 418. A practitioner's perspective on A-Frame: —Interview with Roland Dubois

*Autor: Desconocido | Fecha: 2017-03-28T07:58:56-07:00*

Resumen: In this conversation, we chat with Roland Dubois, a Virtuleap finalist and founding designer at studio.zeldman. Roland is the creator of gravr.io, a cloud service that allows you to create a VR profile and 'avatar' and synchronize your VR preferences and pre-sets. Gravr.io is built with A-Frame.

URL: https://hacks.mozilla.org/2017/03/a-practitioners-perspective-on-a-frame-interview-with-roland-dubois/

## 419. A new CSS Grid demo on mozilla.org

*Autor: Desconocido | Fecha: 2017-03-21T08:40:52-07:00*

Resumen: With CSS Grid shipping across browsers this spring (already in Firefox 52 and Chrome 57; Safari, and hopefully Edge, soon to follow) some of Mozilla's in-house designers and developers decided to experiment with the technology on mozilla.org. The result is a live demo site that shows CSS Grid features and provides links to our favorite resources.

URL: https://hacks.mozilla.org/2017/03/a-new-css-grid-demo-on-mozilla-org/

## 420. Internationalize your keyboard controls

*Autor: Desconocido | Fecha: 2017-03-16T08:10:25-07:00*

Resumen: Recently I came across two lovely new graphical demos, and in both cases, the controls would not work on my French AZERTY keyboard. There was the wonderful WebGL 2 technological demo After The Flood, and the very cute Alpaca Peck. Shaw was nice enough to fix the latter when I told him about the issue. […]

URL: https://hacks.mozilla.org/2017/03/internationalize-your-keyboard-controls/

## 421. Why WebAssembly is Faster Than asm.js

*Autor: Desconocido | Fecha: 2017-03-15T07:55:07-07:00*

Resumen: Performance is tricky to measure, and has many aspects. Also, in a new technology there are always going to be not-yet-optimized cases. So not every single benchmark will be fast on WebAssembly today. This post describes why WebAssembly should be fast; where it isn't yet, those are bugs we need to fix.

URL: https://hacks.mozilla.org/2017/03/why-webassembly-is-faster-than-asm-js/

## 422. Firefox 52: Introducing WebAssembly, CSS Grid and the Grid Inspector

*Autor: Desconocido | Fecha: 2017-03-07T08:03:36-08:00*

Resumen: We cover some of the most innovative features to land in Firefox 52, including WebAssembly, CSS Grid, the CSS Grid Inspector Tool, an improved Responsive Design Mode, and Async and Await support for JavaScript.

URL: https://hacks.mozilla.org/2017/03/firefox-52-introducing-web-assembly-css-grid-and-the-grid-inspector/

## 423. Previewing the WebAssembly Explorer

*Autor: Desconocido | Fecha: 2017-03-06T07:50:49-08:00*

Resumen: Unlike JavaScript, WebAssembly is a binary format, which means developers need new tools to help understand and experiment with WebAssembly. Discover the basic functions of the WebAssembly Explorer, which lets developers type in simple C or C++ programs and compile them to WebAssembly.

URL: https://hacks.mozilla.org/2017/03/previewing-the-webassembly-explorer/

## 424. Containers Come to Test Pilot

*Autor: Desconocido | Fecha: 2017-03-02T08:00:13-08:00*

Resumen: The Containers feature in Firefox Nightly gives users the ability to place barriers on the flow of data across sites by isolating cookies, indexedDB, localStorage, and caches within discrete browsing contexts. After running the Containers UI through successive rounds of user research and UX iteration, we've launched a Containers experiment in Firefox Test Pilot in order to widen the audience for Containers, iterate on the UI, and reason about the future of the feature.

## 425. Web Games Platform: Newest Developments

*Autor: Desconocido | Fecha: 2017-03-01T07:58:57-08:00*

Resumen: In July of 2015 we announced our Games Technology Roadmap, and we've been working steadily on addressing those pain points as shared by developers. Here's an overview of the newest platform developments and the progress we've made.

## 426. Doubling Down on Cross-Browser Testing

*Autor: Desconocido | Fecha: 2017-03-01T05:59:18-08:00*

Resumen: Mozilla has partnered with BrowserStack to offer free testing on mobile Firefox for Android (iOS upcoming). Not every developer owns a device bank or has the time to test on every OS. Mozilla is committed to ensuring a healthy and robust web. Cross-browser compatibility is a key component of that commitment.

## 427. A cartoon intro to WebAssembly

*Autor: Avatar photo | Fecha: 2017-02-28T08:01:58-08:00*

Resumen: WebAssembly is a way of taking code written in programming languages other than JavaScript and running that code in the browser. So when people say that WebAssembly is fast, what they are comparing it to is JavaScript. In this series, I want to explain to you why WebAssembly is fast.

## 428. A crash course in just-in-time (JIT) compilers

*Autor: Avatar photo | Fecha: 2017-02-28T08:01:12-08:00*

Resumen: This is the second part in a series on WebAssembly and what makes it fast. If you haven't read the others, we recommend starting from the beginning. JavaScript started out slow, but then got faster thanks to something called the JIT. This article is about how the JIT works.

## 429. A crash course in assembly

*Autor: Avatar photo | Fecha: 2017-02-28T08:00:34-08:00*

Resumen: To understand how WebAssembly works, it helps to understand what assembly is and how compilers produce it. Third part in a series on WebAssembly and what makes it fast. We recommend starting from the beginning.

## 430. Creating and working with WebAssembly modules

*Autor: Avatar photo | Fecha: 2017-02-28T08:00:00-08:00*

Resumen: WebAssembly is a way to run programming languages other than JavaScript on web pages. In the past when you wanted to run code in the browser to interact with the different parts of the web page, your only option was JavaScript. So when people talk about WebAssembly being fast, the apples to apples comparison is to JavaScript. Fourth in a series on WebAssembly.

## 431. What makes WebAssembly fast?

*Autor: Avatar photo | Fecha: 2017-02-28T07:59:28-08:00*

Resumen: Programming with WebAssembly or JavaScript is not an either/or choice. So developers don't need to choose between WebAssembly and JavaScript. However, we do expect that developers will swap out parts of their JavaScript code for WebAssembly. Fifth in a series about WebAssembly.

URL: https://hacks.mozilla.org/2017/02/what-makes-webassembly-fast/

## 432. Where is WebAssembly now and what's next?

*Autor: Avatar photo | Fecha: 2017-02-28T07:58:44-08:00*

Resumen: On February 28, the four major browsers announced their consensus that the MVP of WebAssembly is complete. Even in the initial release, WebAssembly will be fast. But it should get even faster in the future, through a combination of fixes and new features. Sixth in a series about WebAssembly.

URL: https://hacks.mozilla.org/2017/02/where-is-webassembly-now-and-whats-next/

## 433. Using Neutrino to jump-start modern JavaScript development

*Autor: Desconocido | Fecha: 2017-02-23T08:17:58-08:00*

Resumen: Neutrino is a tool which brings together the best parts of the modern JavaScript toolchain with the ease of zero upfront configuration. Built to let you hit the ground running, Neutrino combines the power of Webpack with the simplicity of presets to build web and Node.js projects.

URL: https://hacks.mozilla.org/2017/02/using-neutrino-for-modern-javascript-development/

## 434. WebAssembly Will Ease Collaboration on Next Generation Video Codecs

*Autor: Desconocido | Fecha: 2017-02-15T11:29:35-08:00*

Resumen: WebAssembly is a new, low-level format for programs on the Web being developed by Mozilla, Microsoft, Google, and Apple, so it will eventually work in all browsers. This post explores how WebAssembly will play an integral role in the development of next generation video codecs. The new workflow represents a fundamental shift in Web development: The wall between "native" and the Web is falling, opening the door to dramatically greater performance on the Web.

URL: https://hacks.mozilla.org/2017/02/webassembly-will-ease-collaboration-on-next-generation-video-codecs/

## 435. Announcing the Developer Roadshow Series

*Autor: Avatar photo | Fecha: 2017-02-09T07:56:03-08:00*

Resumen: We're bringing Mozilla's Developer Roadshow to a city near you! Join us for a meetup-style, Mozilla-focused event series for people who build the Web. Hear from expert speakers highlighting the latest and best in Mozilla and Firefox technologies. See you on the road!

URL: https://hacks.mozilla.org/2017/02/devroadshow/

## 436. Headless Raspberry Pi configuration over Bluetooth

*Autor: Desconocido | Fecha: 2017-02-08T10:26:52-08:00*

Resumen: With the advent of the newer Raspberry Pi 3 (RPi) with built-in Bluetooth, there are now new options for getting connected to the console of the RPi, without the headache of having to dig up a monitor and keyboard (much less a serial cable with pinouts). This is

especially advantageous when running workshops and hackathons, […]
URL: https://hacks.mozilla.org/2017/02/headless-raspberry-pi-configuration-over-bluetooth/


## 437. DevTools: What you need to know

*Autor: Desconocido | Fecha: 2017-01-31T07:56:54-08:00*

Resumen: Many things changed in Firefox DevTools last year, particularly towards the end of the year. The effort to refactor some of our tools started to pay off and we landed some great re-designs that should make web developers' lives easier.
URL: https://hacks.mozilla.org/2017/01/devtools-what-you-need-to-know/


## 438. Using Immutable Caching To Speed Up The Web

*Autor: Desconocido | Fecha: 2017-01-26T08:04:06-08:00*

Resumen: The benefits of immutable caching mean that when a page is refreshed, which is an extremely common social media scenario, elements that were previously marked immutable with an HTTP response header do not have to be revalidated with the server. Lacking this hint, the browser needs to guess which objects may or may not change on reload - wasting time on one hand or risking website incompatibility on the other.
URL: https://hacks.mozilla.org/2017/01/using-immutable-caching-to-speed-up-the-web/


## 439. WebGL 2 lands in Firefox

*Autor: Desconocido | Fecha: 2017-01-24T08:03:59-08:00*

Resumen: With the release of Firefox 51, WebGL 2 support has landed! WebGL is a standard API to render 3D graphics in the Web. WebGL 2 is based on the OpenGL ES 3.0 specification, and introduces new features – many of them aimed at increasing performance and visual fidelity.
URL: https://hacks.mozilla.org/2017/01/webgl-2-lands-in-firefox/


## 440. Prototyping a subcontinent scale sculpture in A-Frame

*Autor: Desconocido | Fecha: 2017-01-11T08:14:40-08:00*

Resumen: Back in 2016, I submitted a concept in response to the British Council call for entries to their UK-India 2017 Digital Open Call. Titled "A piece of Art as big as India", the idea was to create an augmented reality sculpture that the people of India could not only view via mobile devices but sculpt […]
URL: https://hacks.mozilla.org/2017/01/prototyping-a-subcontinent-scale-sculpture-in-a-frame/


## 441. TypedArray or DataView: Understanding byte order

*Autor: Desconocido | Fecha: 2017-01-04T11:39:11-08:00*

Resumen: Depending on how you access an ArrayBuffer you get different byte order on the same machine. So long story short: it makes a difference if you use a TypedArray or the setters from a DataView.
URL: https://hacks.mozilla.org/2017/01/typedarray-or-dataview-understanding-byte-order/


## 442. Firebug lives on in Firefox DevTools

*Autor: Desconocido | Fecha: 2016-12-20T05:24:20-08:00*

Resumen: Firebug, the original browser developer tool, has been discontinued as a separate Firefox add-on, and will go forward as Firebug.next atop Firefox DevTools. The spirit of Firebug lives on in all of the browser developer tools we build and use today.
URL: https://hacks.mozilla.org/2016/12/firebug-lives-on-in-firefox-devtools/

## 443. Level Up Your Cross-Browser Testing

*Autor: Desconocido | Fecha: 2016-12-15T08:00:22-08:00*

Resumen: Today we're announcing a special opportunity for web developers to learn how to build and automate functional browser tests — we've partnered with Sauce Labs to offer a special extended trial of their excellent tools, and we've created a custom learning resource as part of this trial. 2016: The year of web compat In 2016 […]

URL: https://hacks.mozilla.org/2016/12/level-up-your-cross-browser-testing/

## 444. Firefox Hardware Report for Web Developers

*Autor: Desconocido | Fecha: 2016-12-14T08:00:31-08:00*

Resumen: Suppose you're developing a sophisticated web game or application, and you're wondering — will it actually be able to run? What hardware should I be targeting to get the widest possible audience? Existing hardware reports (such as those from Valve and Unity) are excellent, but represent a different group of hardware users than the majority […]

URL: https://hacks.mozilla.org/2016/12/firefox-hardware-report/

## 445. W3C Workshop on Web and Virtual Reality: A Look Ahead

*Autor: Desconocido | Fecha: 2016-12-09T09:07:07-08:00*

Resumen: The W3C Workshop on Web & Virtual Reality was a massive success. In an unprecedented showing, all the major browser vendors and some of the biggest names in technology rallied around a single vision to help reshape how we will work and interact with the web of the future through VR.

URL: https://hacks.mozilla.org/2016/12/w3c-workshop-on-web-and-virtual-reality-a-look-ahead/

## 446. Async/Await Arrive in Firefox

*Autor: Desconocido | Fecha: 2016-12-07T08:09:49-08:00*

Resumen: The new async and await keywords—which make asynchronous code more concise, obvious, and maintainable—have arrived in Firefox 52. Currently available in the latest Developer Edition release, Firefox 52 is scheduled for general release in March 2017.

URL: https://hacks.mozilla.org/2016/12/asyncawait-arrive-in-firefox/

## 447. CSS Grid and Grid Highlighter Now in Firefox Developer Edition

*Autor: Desconocido | Fecha: 2016-12-01T07:55:10-08:00*

Resumen: CSS Grid has just been uplifted to Firefox 52 Developer Edition. With Chrome (and hopefully Safari and Edge) implementations coming shortly, using grid to build websites will soon be possible in release browsers across the board. Grid allows users to decouple HTML from layout concerns, expressing those concerns exclusively in CSS. Reducing the risks of fragility, code bloat, and high maintenance costs inherent in how we currently build on the web, grid really does have the potential to change the way we do layouts.

URL: https://hacks.mozilla.org/2016/12/css-grid-and-grid-highlighter-now-in-firefox-developer-edition/

## 448. Visualize animations easing in DevTools

*Autor: Desconocido | Fecha: 2016-11-28T07:55:38-08:00*

Resumen: The easing (or timing function) of an animation is what dictates the way it progresses through time. For example, a linear easing means that an animation runs at the same speed throughout its duration. This means that if an element isn't moving at first and then starts to move, it will do so instantly, as […]

URL: https://hacks.mozilla.org/2016/11/visualize-animations-easing-in-devtools/

## 449. New Responsive Design Mode: RDM Lands in Firefox Dev Tools

*Autor: Desconocido | Fecha: 2016-11-22T08:02:56-08:00*

Resumen: Firefox Developer Tools now includes a completely redesigned Responsive Design Mode (RDM for short) that's just landed in Firefox Developer Edition, thanks to hard work from the DevTools team. In a mobile-first world, it's essential to prioritize performance for low-bandwidth and offline mobile experiences and design progressive web apps that can deliver across a range […]

URL: https://hacks.mozilla.org/2016/11/new-responsive-design-mode-rdm-lands-in-firefox-dev-tools/

## 450. Rust and the Future of Systems Programming

*Autor: Desconocido | Fecha: 2016-11-16T08:30:33-08:00*

Resumen: If you're a regular reader of Hacks, you probably know about Rust, the ground-breaking, community-driven systems programming language sponsored by Mozilla. I covered Rust on Hacks back in July, to note a major milestone for Mozilla, when we shipped Rust in Firefox for the first time. Meanwhile in Rust-land, the trains keep on rolling, more […]

URL: https://hacks.mozilla.org/2016/11/rust-and-the-future-of-systems-programming/

## 451. Mozilla Push Server now supports topics

*Autor: Desconocido | Fecha: 2016-11-08T13:36:05-08:00*

Resumen: The Mozilla Push Service now offers the capability to provide topics for notification messages. This means that any user agent subscribed to the application will only be provided with the last message in a topic when it returns from an offline state.

URL: https://hacks.mozilla.org/2016/11/mozilla-push-server-now-supports-topics/

## 452. Cooperative Scheduling with requestIdleCallback

*Autor: Desconocido | Fecha: 2016-11-04T08:12:50-07:00*

Resumen: requestIdleCallback support has landed in Firefox Nightly, with plans to ship in Firefox 52. Historically, there's been no way for scripts to "play nice" with user interaction and page rendering, leading to choppy frame rates and laggy input. Obviously, I wouldn't be writing this post if that were still true!

URL: https://hacks.mozilla.org/2016/11/cooperative-scheduling-with-requestidlecallback/

## 453. WebAssembly Browser Preview

*Autor: Avatar photo | Fecha: 2016-10-31T08:00:08-07:00*

Resumen: Since the last WebAssembly milestone we reached in March, we've been hard at work in the WebAssembly Community Group to define a standard and to implement that standard in our respective browsers. I'm happy to say now that we have a binary format release candidate and there are compatible implementations already in trunk SpiderMonkey and […]

URL: https://hacks.mozilla.org/2016/10/webassembly-browser-preview/

## 454. Control mechanisms in JavaScript games

*Autor: Desconocido | Fecha: 2016-10-27T08:34:02-07:00*

Resumen: Laptops, computers, smartphones, tablets, TVs, even fridges have one thing in common — they can probably run a browser, so you can probably play an HTML5 game on

them. Rendering the game on screen is one thing, but you also have to control it somehow, and there are plenty of different options suited for various […]
URL: https://hacks.mozilla.org/2016/10/control-mechanisms-in-javascript-games/

## 455. What's new in IndexedDB 2.0?
*Autor: Desconocido | Fecha: 2016-10-25T09:24:40-07:00*
Resumen: The draft of Indexed Database API 2.0 is almost complete, providing several new APIs for fine-grained access to IndexedDB. The good news is that all these new APIs are implemented in Firefox and will be available in the release of Firefox 51 (currently available in Developer Edition, scheduled for general release in January 2017). In […]
URL: https://hacks.mozilla.org/2016/10/whats-new-in-indexeddb-2-0/

## 456. Offline strategies come to the Service Worker Cookbook
*Autor: Desconocido | Fecha: 2016-10-19T07:53:06-07:00*
Resumen: serviceworke.rs is a compendium of common and uncommon Service Worker use cases including push examples, usage patterns, performance tips and caching strategies. Service Worker Cookbook recipes are presented as playgrounds or labs, with fully functional client-server setups, where you can learn and experiment with results using in-browser developer tools. Still, the cookbook is far from […]
URL: https://hacks.mozilla.org/2016/10/offline-strategies-come-to-the-service-worker-cookbook/

## 457. An Interview With Giovanny Beltran, js13kgames Winner
*Autor: Desconocido | Fecha: 2016-10-18T07:45:42-07:00*
Resumen: js13kgames, a JavaScript coding competition for HTML5 game developers, announced this year's winners a few weeks ago. Today we have an interview with Giovanny Beltran, winner of many categories at js13kgames, and one of the best entries in this year's contest. Giovanny has been programming for 13 years, and began working with JavaScript five years […]
URL: https://hacks.mozilla.org/2016/10/an-interview-with-giovanny-beltran-js13kgames-winner/

## 458. A Web for Everyone: Interviews with Web Practitioners — Fyrd
*Autor: Desconocido | Fecha: 2016-09-29T07:48:29-07:00*
Resumen: In recent posts, we've explained why it's important to make the web work for everyone. We've spoken with several top web developers about how they do that. And in between, we've shown how browser makers can advance compatibility by adopting living standards. Today we'll show how a single individual can dramatically improve the tooling space, […]
URL: https://hacks.mozilla.org/2016/09/a-web-for-everyone-interviews-with-web-practitioners-fyrd/

## 459. Firefox 49 fixes sites designed with WebKit in mind, and more
*Autor: Avatar photo | Fecha: 2016-09-20T09:22:30-07:00*
Resumen: Several recent articles on the Hacks blog explain why web developers should care about cross-browser compatibility and how great web developers achieve it. Web developers have a critical role in making the web work for everyone. And so do browser makers. As of today we're introducing a number of compatibility features to the Gecko rendering […]
URL: https://hacks.mozilla.org/2016/09/firefox-49-fixes-sites-designed-with-webkit-in-mind-and-more/

## 460. A Web for Everyone: Interviews with Web Practitioners — David Walsh

*Autor: Desconocido | Fecha: 2016-09-19T08:22:44-07:00*

Resumen: We've heard now from Rachel Andrew, Chris Coyier, and Belén Albeza. Each of these great web developers offered ideas for accomplishing cross-browser compatibility. The fourth interviewee in our web-compatibility interview series brings some new tools to the table. David Walsh (@davidwalshblog) taught himself HTML, CSS and JavaScript at a young age, and soon turned those skills […]

URL: https://hacks.mozilla.org/2016/09/a-web-for-everyone-interviews-with-web-practitioners-david-walsh/

## 461. Introducing debugger.html

*Autor: Avatar photo | Fecha: 2016-09-14T08:57:08-07:00*

Resumen: debugger.html is a modern JavaScript debugger from Mozilla, built as a web application with React and Redux. This project was started early this year in an effort to replace the current debugger within the Firefox Developer Tools. Also, we wanted to make a debugger capable of debugging multiple targets and functioning in a standalone mode. […]

URL: https://hacks.mozilla.org/2016/09/introducing-debugger-html/

## 462. Vaulting Out of Walled Gardens with Fancy Links

*Autor: Desconocido | Fecha: 2016-09-12T08:58:42-07:00*

Resumen: Have you ever noticed that in Twitter, Facebook, Google and Pinterest some links are displayed quite fancily, with preview images, descriptive text summaries and other information? These links are fancy because of metadata in the source code of the web page itself, implemented specifically for the rich display of links inside each of these companies' […]

URL: https://hacks.mozilla.org/2016/09/vaulting-out-of-walled-gardens-with-fancy-links/

## 463. A Web for Everyone: Interviews with Web Practitioners — Belén Albeza

*Autor: Desconocido | Fecha: 2016-09-08T09:03:23-07:00*

Resumen: For the third interview in our cross-browser compatibility series we talk with Belén Albeza (@ladybenko). Belén is an engineer and a game developer who works on developer relations at Mozilla. She is the author of several books about web development, including "Power-up Your Front-End Development with Grunt" and "XHTML + CSS ¡de una maldita vez!" […]

URL: https://hacks.mozilla.org/2016/09/a-web-for-everyone-interviews-with-web-practitioners-belen-albeza/

## 464. FlyWeb – Pure Web Cross-Device Interaction

*Autor: Desconocido | Fecha: 2016-09-06T07:42:30-07:00*

Resumen: FlyWeb is an experimental project we've been prototyping from within the depths of Mozilla's platform division.  It started as a side-project late last year, and since then a small, ad-hoc team has been working on implementing a "version zero" of the concept.  We've been tinkering for the last 6 months on an implementation, and it's […]

URL: https://hacks.mozilla.org/2016/09/flyweb-pure-web-cross-device-interaction/

## 465. A Web for Everyone: Interviews with Web Practitioners — Chris Coyier

*Autor: Desconocido | Fecha: 2016-09-01T07:33:16-07:00*

Resumen: This is the second in a series of interviews about web compatibility with web practitioners. This week we caught up with Chris Coyier (@chriscoyier), prolific web developer and writer behind CSS-Tricks, Digging Into WordPress, and the ShopTalk Show. Chris is one of

the founders of the code-snippet demo site CodePen. He recently published a book […]
URL: https://hacks.mozilla.org/2016/09/a-web-for-everyone-interviews-with-web-practitioners-chris-coyier/

## 466. View Source Conference Berlin 2016
*Autor: Desconocido | Fecha: 2016-08-26T09:11:42-07:00*
Resumen: An overview View Source is an intimate, single-track conference for web developers, now in its second year. View Source 2016 takes place in Berlin, Germany, September 12-14, beginning with Ignite lightning talks on Monday evening, followed by two full days of great presenters, curated conversations, and sociable evenings. Tickets are still on sale. Here's a […]
URL: https://hacks.mozilla.org/2016/08/view-source-conference-berlin-2016/

## 467. A Web for Everyone: Interviews with Web Practitioners — Rachel Andrew
*Autor: Desconocido | Fecha: 2016-08-25T07:42:39-07:00*
Resumen: A recent article on Mozilla Hacks, "Make the Web Work for Everyone," explored challenges and opportunities in browser compatibility. In that post we urged developers to build cross-browser compatible web experiences in order to maximize exposure and market size; prevent interface bugs that drive users away forever; and demonstrate professional mastery. Today we're kicking off […]
URL: https://hacks.mozilla.org/2016/08/a-web-for-everyone-interviews-with-web-practitioners-rachel-andrew/

## 468. A few HTML tips
*Autor: Desconocido | Fecha: 2016-08-23T07:48:28-07:00*
Resumen: A while ago I wrote an article with some CSS tips, now it's time to give some polish to our HTML! In this article I'll share some tips and advice about HTML code. Some of this guidance will be best suited for beginners – how to properly build paragraphs, use headings, or improve forms, but […]
URL: https://hacks.mozilla.org/2016/08/a-few-html-tips/

## 469. Using Feature Queries in CSS
*Autor: Avatar photo | Fecha: 2016-08-17T06:00:26-07:00*
Resumen: There's a tool in CSS that you might not have heard of yet. It's powerful. It's been there for a while. And it'll likely become one of your favorite new things about CSS. Behold, the @supports rule. Also known as Feature Queries. With @supports, you can write a small test in your CSS to see […]
URL: https://hacks.mozilla.org/2016/08/using-feature-queries-in-css/

## 470. What's new in Web Audio?
*Autor: Desconocido | Fecha: 2016-08-15T07:59:34-07:00*
Resumen: The Web Audio API is still under development, which means there are new methods and properties being added, renamed, shuffled around or simply removed! In this article, we look at what's happened since our last update in early 2015, both in the Web Audio specification and in Firefox's implementation. The demos all work in Firefox […]
URL: https://hacks.mozilla.org/2016/08/whats-new-in-web-audio-2/

## 471. Developer Edition 50: Console, Memory Tool, Net Monitor and more
*Autor: Desconocido | Fecha: 2016-08-09T08:34:59-07:00*

Resumen: Firefox Developer Edition 50 is here. It has numerous improvements that will help you work with script-initiated network requests, tweak indexedDB data, and much more. It also introduces something special we've all been really wanting for a while, so let's get right to it: Console A long awaited feature is finally coming to the dev […]
URL: https://hacks.mozilla.org/2016/08/developer-edition-50-console-memory-tool-net-monitor-and-more/

## 472. js13kGames: Code golf for game devs
*Autor: Desconocido | Fecha: 2016-08-08T07:51:43-07:00*
Resumen: How much is 13 kB? These days a couple of kilobytes seem like a drop in the ocean. Rewind back to the dawn of video game history, however, and you'll soon realise that early pioneers had to work with crazy limitations. The beloved Atari 2600, for example, had a measly 128 bytes of RAM with […]
URL: https://hacks.mozilla.org/2016/08/js13kgames-code-golf-for-game-devs/

## 473. Animating like you just don't care with Element.animate
*Autor: Desconocido | Fecha: 2016-08-03T09:43:24-07:00*
Resumen: In Firefox 48 we're shipping the <a href="https://developer.mozilla.org/docs/Web/API/Element/animate" target="_blank"><b>Element.animate()</b></a> API — a new way to programmatically animate DOM elements using JavaScript. Let's pause for a second — "big deal", you might say, or "what's all the fuss about?" After all, there are already plenty of animation libraries to choose from. In this post I want […]
URL: https://hacks.mozilla.org/2016/08/animating-like-you-just-dont-care-with-element-animate/

## 474. Shipping Rust in Firefox
*Autor: Desconocido | Fecha: 2016-07-12T06:00:04-07:00*
Resumen: TL;DR: Starting with Firefox 48, Mozilla is shipping its first production Rust code, with more to come! Mozilla 'd Rust It's hard to believe it's been almost seven years since Mozilla Research first began sponsoring the development of Rust, at the time little more than an ambitious research experiment with a small but devoted community. […]
URL: https://hacks.mozilla.org/2016/07/shipping-rust-in-firefox/

## 475. Make the Web Work For Everyone
*Autor: Desconocido | Fecha: 2016-07-06T05:59:33-07:00*
Resumen: Updated 2016/07/22: Commenters found a few data errors (thanks!) which have now been corrected. Millions of websites have compatibility problems on one or more of the major browsers, leading to a poor user experience. The web developer community can fix this. The web has changed immensely in the past 20 years. In 1996 there were […]
URL: https://hacks.mozilla.org/2016/07/make-the-web-work-for-everyone/

## 476. Web Font preloading for HTML5 games
*Autor: Desconocido | Fecha: 2016-06-29T05:22:01-07:00*
Resumen: In game development there are two methods of rendering text: via bitmap fonts and vector fonts. Bitmap fonts are essentially a sprite sheet image that contains all the characters of a given font. The sprite sheet uses a regular font file (traditionally .ttf). How does this apply to game development on the Web and HTML5 […]
URL: https://hacks.mozilla.org/2016/06/webfont-preloading-for-html5-games/

## 477. Learning to code for the Web: The MDN Learning Area welcomes you!

*Autor: Desconocido | Fecha: 2016-06-17T02:32:51-07:00*

Resumen: As an aspiring developer or as a teacher looking to extend your knowledge of code, it can be difficult to know where to start with web technologies. In this blog post, we'll be discussing why we have created the Mozilla Developer Network Learning Area to help solve common learning challenges and get you up and […]

URL: https://hacks.mozilla.org/2016/06/learning-to-code-for-the-web-the-mdn-learning-area-welcomes-you/

## 478. Developer Edition 49: Network Request Stack Traces and more

*Autor: Desconocido | Fecha: 2016-06-15T08:31:10-07:00*

Resumen: This week marks the release of Firefox Developer Edition 49! This post covers some of the big changes that landed in this release. Request stack traces in Network Monitor The Network Monitor now has a new "Cause" column that shows how a given network request is initiated. The column shows the type of the request, […]

URL: https://hacks.mozilla.org/2016/06/developer-edition-49-network-request-stack-traces-and-more/

## 479. Helping web developers with JavaScript errors

*Autor: Desconocido | Fecha: 2016-06-07T08:25:29-07:00*

Resumen: Errors are one of the more frustrating things you encounter while  programming. Those little messages in the console can ruin your entire afternoon, day, or week. When "undefined is not a function" appears yet again, it's often time to get another coffee. Even if you use the one true JavaScript exception handler, and have a […]

URL: https://hacks.mozilla.org/2016/06/helping-web-developers-with-javascript-errors/

## 480. Basics of building 3D games on the Web

*Autor: Desconocido | Fecha: 2016-06-02T05:36:17-07:00*

Resumen: You might think that 3D games are harder to develop than 2D because of the extra dimension you have to take into account, but it's easier than you think. We've recently updated the Games section on MDN with a collection of tutorials covering 3D development, with a focus on frameworks that offer shortcuts for developers […]

URL: https://hacks.mozilla.org/2016/06/basics-of-building-3d-games-on-the-web/

## 481. Exporting An Indie Unity Game to WebVR

*Autor: Avatar photo | Fecha: 2016-05-24T12:27:44-07:00*

Resumen: WebVR holds the key to the future of VR content access – instant gratification without any downloads or installs. Or, at least we think so! We're building a multi-platform digital game subscription service called Jump that delivers native web games to desktop, mobile, console, and VR devices, and we've bet our entire business on native web […]

URL: https://hacks.mozilla.org/2016/05/exporting-an-indie-unity-game-to-webvr/

## 482. CSS coding techniques

*Autor: Desconocido | Fecha: 2016-05-18T08:47:13-07:00*

Resumen: Lately, we have seen a lot of people struggling with CSS, from beginners to seasoned developers. Some of them don't like the way it works, and wonder if replacing CSS with a different language would be better—CSS processors emerged from this thinking. Some use CSS frameworks in the hopes that they will have to write […]

URL: https://hacks.mozilla.org/2016/05/css-coding-techniques/

## 483. A Taste of JavaScript's New Parallel Primitives

*Autor: Avatar photo | Fecha: 2016-05-05T07:45:32-07:00*

Resumen: Author's note: Since this post was written, the API of postMessage has changed slightly. When sending a SharedArrayBuffer with postMessage, the buffer should no longer be in the transfer list argument of the postMessage call. Thus, if sab is a SharedArrayBuffer object and w is a worker, w.postMessage(sab) sends the buffer to the worker. You […]

URL: https://hacks.mozilla.org/2016/05/a-taste-of-javascripts-new-parallel-primitives/

## 484. Developer Edition 48 – Firebug features, editable storage, inspector improvements and more…

*Autor: Desconocido | Fecha: 2016-04-30T09:45:35-07:00*

Resumen: This week marks the release of Firefox Developer Edition 48. In preparation for the arrival of multiprocess Firefox and the deprecation of the Firebug add-on, we are porting Firebug features to the built-in tools. We have also made tweaks to the current tools that we'll cover in this post. Firebug theme As part of porting […]

URL: https://hacks.mozilla.org/2016/04/developer-edition-48-firebug-features-editable-storage-inspector-improvements-and-more/

## 485. You might not need a CSS framework

*Autor: Desconocido | Fecha: 2016-04-21T09:26:59-07:00*

Resumen: CSS frameworks have been around for a while and they have gotten extremely popular in the front-end development scene. These frameworks provide snippets of code you can just copy and paste in your website to craft the whole layout and UI. You have already probably read a lot of articles about how they might be […]

URL: https://hacks.mozilla.org/2016/04/you-might-not-need-a-css-framework/

## 486. How to implement SRI in your build process

*Autor: Avatar photo | Fecha: 2016-04-12T10:21:23-07:00*

Resumen: Imagine getting a call from a customer who says your website is serving malware. Your heart drops, you start sweating, and then the tweets start pouring in. Something is up. You find out your systems have not been tampered with. In fact, it was your CDN provider that got hacked, and the scripts you included […]

URL: https://hacks.mozilla.org/2016/04/how-to-implement-sri-into-your-build-process/

## 487. Mozilla &e Rails Girls Summer of Code

*Autor: Desconocido | Fecha: 2016-04-08T13:22:49-07:00*

Resumen: Mozilla is working hard to support and advocate for diversity in the tech industry. On that note, we are proud to announce our support and sponsorship of the Rails Girls Summer of Code program, 2016 edition! Rails Girls Summer of Code (RGSoC) is a fellowship program conceived to bring more diversity in tech, and open […]

URL: https://hacks.mozilla.org/2016/04/rails-girls-summer-of-code-and-mozilla/

## 488. Record almost everything in the browser with MediaRecorder

*Autor: Desconocido | Fecha: 2016-04-07T08:17:41-07:00*

Resumen: The MediaRecorder API lets you record media streams, i.e. moving images and audio. The result of these recordings can be, for example, an OGG file, like the ones you use to listen to music. Browser-wise, we can obtain streams in many ways. Let's start with something

you might be familiar with: we'll get a stream […]
URL: https://hacks.mozilla.org/2016/04/record-almost-everything-in-the-browser-with-mediarecorder/


## 489. Optimizing JavaScript Performance With Firefox Dev Tools

*Autor: Desconocido | Fecha: 2016-04-06T09:31:05-07:00*

Resumen: The Performance tool in Firefox Developer Tools offers a great way to diagnose slow-running JavaScript and provides insight into the general responsiveness and layout performance of your web site. In this video screencast, I'll go through the process of how to diagnose issues with slow code and how to fix those issues in your code. […]
URL: https://hacks.mozilla.org/2016/04/optimizing-javascript-performance-with-firefox-dev-tools/


## 490. A-Frame 0.2.0 – The Extensible VR Web

*Autor: Desconocido | Fecha: 2016-03-31T08:02:10-07:00*

Resumen: A-Frame is a framework that makes it easy to build virtual reality (VR) content for the Web. It provides: The ability to build 3D scenes with declarative HTML. Responsive WebVR scenes that work out of the box on multiple platforms. An entity-component-system pattern which promotes composability and extensibility. After three fun and busy months of […]
URL: https://hacks.mozilla.org/2016/03/a-frame-0-2-0-the-extensible-vr-web/


## 491. Building Cardboard Dungeon With A-Frame

*Autor: Desconocido | Fecha: 2016-03-29T01:00:49-07:00*

Resumen: Cardboard Dungeon is a web-based dungeon-crawling experience designed for use with Google Cardboard and written using Mozilla's virtual reality framework, A-Frame. In this case study, I'll discuss the key challenges I faced during the development of Cardboard Dungeon, my experiences with A-Frame, and some of the lessons I learned whilst approaching virtual reality for the […]
URL: https://hacks.mozilla.org/2016/03/building-cardboard-dungeon-with-a-frame/


## 492. Methods for Web Content Analysis and Context Detection

*Autor: Desconocido | Fecha: 2016-03-25T08:49:28-07:00*

Resumen: This project was part of Portland State University's senior capstone program. It is the work of seven students over the course of six months. For the duration of the project we worked with a Mozilla adviser, Dietrich Ayala, to keep on track with the project's original requirements. The team was composed of the following students: […]
URL: https://hacks.mozilla.org/2016/03/methods-for-web-content-analysis-and-context-detection/


## 493. Referrer and cache control APIs for fetch()

*Autor: Desconocido | Fecha: 2016-03-22T15:59:44-07:00*

Resumen: Around a year ago, we wrote about the new fetch() API.  The WHATWG Fetch API provides a modern way to fetch network resources and gives you fine grained control over the details of the request and response.  If you're not familiar with the Fetch API, it would be a nice idea to read about it […]
URL: https://hacks.mozilla.org/2016/03/referrer-and-cache-control-apis-for-fetch/


## 494. Developer Edition 47 – User agent emulation, popup debugging and more

*Autor: Desconocido | Fecha: 2016-03-17T09:42:44-07:00*

Resumen: This week marks the release of Firefox Developer Edition 47! In recent weeks, we've covered the DevTools reload add-on and service worker tooling, so be sure to check out those posts. In this post, we'll cover the rest of the updates and changes in this Developer Edition release. User Agent emulation We have added the ability […]
URL: https://hacks.mozilla.org/2016/03/developer-edition-47-user-agent-emulation-popup-debugging-and-more/

## 495. Trainspotting: Firefox 45
*Autor: Desconocido | Fecha: 2016-03-16T09:13:56-07:00*
Resumen: Trainspotting is a series of posts highlighting what's new in release versions of Firefox. A new version of Firefox is shipped every six weeks – we at Mozilla call this pattern "release trains." March winds bring April showers, and also the latest and greatest version of Firefox! Let's take a look at some of the […]
URL: https://hacks.mozilla.org/2016/03/trainspotting-firefox-45/

## 496. A WebAssembly Milestone: Experimental Support in Multiple Browsers
*Autor: Avatar photo | Fecha: 2016-03-14T14:03:41-07:00*
Resumen: WebAssembly is an emerging standard whose goal is to define a safe, portable, size- and load-time efficient binary compiler target which offers near-native performance—a virtual CPU for the Web. WebAssembly is being developed in a W3C Community Group (CG) whose members include Mozilla, Microsoft, Google and Apple. I'm excited to announce that WebAssembly has reached […]
URL: https://hacks.mozilla.org/2016/03/a-webassembly-milestone/

## 497. Debugging Service Workers and Push with Firefox DevTools
*Autor: Desconocido | Fecha: 2016-03-11T10:00:29-08:00*
Resumen: Following the announcement of Web Push in Firefox 44, we're now delivering the capability to develop and debug service workers and push notifications code with DevTools using Firefox Developer Edition 47. Here's a screencast that demonstrates the features described in this post: Or if you prefer text, keep reading! about:debugging Service workers do not behave […]
URL: https://hacks.mozilla.org/2016/03/debugging-service-workers-and-push-with-firefox-devtools/

## 498. Build the Virtual Reality Web with A-Frame
*Autor: Desconocido | Fecha: 2016-03-03T06:44:47-08:00*
Resumen: The WebVR team at Mozilla (MozVR) set out over a year ago asking, "what would virtual reality (VR) on the Web look like?" Today we click on links to jump from page to page, one day we will walk through portals to jump from world to world. Unfortunately, there are only a handful of WebGL […]
URL: https://hacks.mozilla.org/2016/03/build-the-virtual-reality-web-with-a-frame/

## 499. Introducing the WebVR 1.0 API Proposal
*Autor: Desconocido | Fecha: 2016-03-01T21:01:43-08:00*
Resumen: 2016 is shaping up to be a banner year for Virtual Reality. Many consumer VR products will finally be available and many top software companies are ramping up to support these new devices. The new medium has also driven demand for web-enabled support from browser vendors. Growth in WebVR has centered on incredible viewing experiences […]
URL: https://hacks.mozilla.org/2016/03/introducing-the-webvr-1-0-api-proposal/

## 500. Introducing DevTools Reload

*Autor: Desconocido | Fecha: 2016-02-24T15:29:17-08:00*

Resumen: As a way to encourage more open source developers to contribute to the evolution of Firefox Developer Tools, the DevTools team has built DevTools Reload, an add-on that removes some common barriers to entry. It's not unusual for mature Open Source projects to have large code bases. This can act as a barrier to entry […]

URL: https://hacks.mozilla.org/2016/02/introducing-devtools-reload/


## 501. Implementing Content Security Policy

*Autor: Desconocido | Fecha: 2016-02-16T11:17:34-08:00*

Resumen: The add-ons team recently completed work to enable Content Security Policy (CSP) on addons.mozilla.org (AMO). This article is intended to cover the basics of implementing CSP, as well as highlighting some of the issues that we ran into implementing CSP on AMO. What is Content Security Policy? Content Security Policy (CSP) is a security standard […]

URL: https://hacks.mozilla.org/2016/02/implementing-content-security-policy/


## 502. Smoother scrolling in Firefox 46 with APZ

*Autor: Avatar photo | Fecha: 2016-02-09T08:04:08-08:00*

Resumen: Have you ever been on Facebook or Twitter, merrily scrolling down the page, when all of a sudden, the browser appears to freeze? For several long seconds it just hangs there, and you're not sure if it's going to crash or not. Then, finally, something gives way, and the page jumps to catch up to […]

URL: https://hacks.mozilla.org/2016/02/smoother-scrolling-in-firefox-46-with-apz/


## 503. Trainspotting: Firefox 44

*Autor: Desconocido | Fecha: 2016-02-04T15:19:59-08:00*

Resumen: Trainspotting is a series of articles highlighting features in the lastest version of Firefox. A new version of Firefox is shipped every six weeks or sometimes eight– we at Mozilla call this pattern "release trains". It's a new year, and of course there's a new Firefox! Let's take a look at some of the goodies […]

URL: https://hacks.mozilla.org/2016/02/trainspotting-firefox-44/


## 504. HTML 5 game development video series

*Autor: Desconocido | Fecha: 2016-02-03T08:52:54-08:00*

Resumen: Do you want to develop a game? Here's an introductory video series to get you started on HTML 5 game development! Why HTML 5 The first video offers some reasons to consider making a game for the web: the power of having no friction in distribution, the freedom from siloed marketplaces, the choice of tools […]

URL: https://hacks.mozilla.org/2016/02/html-5-game-development-video-series/


## 505. Developer Edition 46 – More memory tooling, improved @media sidebar and more

*Autor: Desconocido | Fecha: 2016-02-02T10:06:13-08:00*

Resumen: Firefox Developer Edition 46 is now here! In this version, we've added various memory profiling features and improved many of our current tools as well. This post covers some of the big changes that landed in this release. Dominator view in the memory tool A new view is now available within the Memory Tool that […]

## 506. Login Forms over HTTPS, Please

*Autor: Desconocido | Fecha: 2016-01-28T14:27:34-08:00*

Resumen: Update: This feature is now also enabled in Firefox Beta, starting with Firefox Beta 50. Pretty much everyone who uses the web has used a password to log into something. And pretty much everyone who has used a password has put that password at risk by entering it into an insecure form. In Firefox 46 […]

## 507. Google Analytics, Privacy, and Event Tracking

*Autor: Desconocido | Fecha: 2016-01-27T13:48:57-08:00*

Resumen: Many of us use Google Analytics (GA) or similar third-party services to keep track of how people interact with our websites; telling us things like when people visit and what they click. This data can help us make important decisions, such as when to schedule maintenance or if a feature can be removed. Because these […]

## 508. Web Push Arrives in Firefox 44

*Autor: Desconocido | Fecha: 2016-01-26T07:46:49-08:00*

Resumen: Updated, 2016-02-20: The Push service now requires an explicit "TTL" header on requests to an endpoint. The article has been updated to reflect this. More details on the Mozilla Services Blog. Have you ever wished that a website could notify you when something important happened, even if you didn't have the site open? Maybe you've […]

## 509. WebGL Off the Main Thread

*Autor: Desconocido | Fecha: 2016-01-22T08:05:20-08:00*

Resumen: We're happy to announce WebGL in Web Workers in Firefox 44+! Using the new OffscreenCanvas API you can now create a WebGL context off of the main thread. To follow along, you'll need a copy of Firefox 44 or newer (currently Firefox Developer Edition or Firefox Nightly). You'll have to enable this API by navigating […]

## 510. Firefox and the Web Speech API

*Autor: Desconocido | Fecha: 2016-01-21T09:18:30-08:00*

Resumen: Speech Synthesis and recognition are powerful tools to have available on computers, and they have become quite widespread in this modern age — look at tools like Cortana, Dictation and Siri on popular modern OSes, and accessibility tools like screenreaders. But what about the Web? To be able to issue voice commands directly to a […]

## 511. Building games for Firefox OS TV

*Autor: Desconocido | Fecha: 2016-01-06T09:19:49-08:00*

Resumen: With Firefox OS focused on a world of connected devices, it's a good time to start building games for new and different displays. Panasonic offers a variety of Firefox OS-powered

TVs — in this article we'll outline how developing HTML5 games for huge television screens differs from the smartphone approach.
URL: https://hacks.mozilla.org/2016/01/building-games-for-firefox-os-tv/

## 512. Trainspotting: Firefox in 2015

*Autor: Desconocido | Fecha: 2015-12-30T09:18:15-08:00*

Resumen: Trainspotting is a series of articles highlighting features in the lastest version of Firefox. A new version of Firefox is shipped every six weeks- we at Mozilla call this pattern "release trains". The year is coming to a close, and even as the coals of 2015 fade to a soft orange, we've got Firefox releases […]
URL: https://hacks.mozilla.org/2015/12/trainspotting-firefox-in-2015/

## 513. Developer Edition 45 – Animations, Memory Tools and More

*Autor: Avatar photo | Fecha: 2015-12-22T08:58:01-08:00*

Resumen: Firefox Developer Edition 45 has improvements to DevTools that will help you track down memory usage, dig into CSS animations, and more. In this post we'll cover some of these changes – be sure to download the latest Developer Edition to try them yourself. CSS animation tool++ The animation tool has many additions: When you […]
URL: https://hacks.mozilla.org/2015/12/developer-edition-45-animations-memory-tools-and-more/

## 514. Beyond Offline

*Autor: Desconocido | Fecha: 2015-12-21T12:23:56-08:00*

Resumen: This is my first post on Mozilla Hacks and despite my personal blog, it is my first post as a mozillian (yay!). During this month I've been working in the Service Worker Cookbook project —part of the Web Application Developer Initiative (WADI)— which gives me the opportunity to put my expertise in Service Workers into […]
URL: https://hacks.mozilla.org/2015/12/beyond-offline/

## 515. Compiling to WebAssembly: It's Happening!

*Autor: Desconocido | Fecha: 2015-12-17T10:55:26-08:00*

Resumen: WebAssembly is a new binary format for compilation to the web. It is in the process of being designed and implemented as we speak, in collaboration among the major browser vendors. Things are moving quickly! In this post we'll show some of our recent progress with a deep dive into the toolchain side of WebAssembly. […]
URL: https://hacks.mozilla.org/2015/12/compiling-to-webassembly-its-happening/

## 516. Bringing the Power of SIMD.js to gl-matrix

*Autor: Desconocido | Fecha: 2015-12-11T09:59:31-08:00*

Resumen: Background: SIMD.js Single-Instruction-Multiple-Data (SIMD) is a technique used in modern processors to exploit data level parallelism. SIMD introduces wide vectors that can hold multiple data elements. Once loaded, all of the vector's elements can be processed simultaneously using one vector operation. This brings the advantages of better performance and energy efficiency. The parallelism offered by […]
URL: https://hacks.mozilla.org/2015/12/bringing-the-power-of-simd-js-to-gl-matrix/

## 517. From game jam to mobile and Firefox OS

Resumen: I love participating in game jams, where game developers get together to craft games in a very short amount of time. I thought it would be cool to take one of my past Game Jam games, Metal vs Hipsters, and port it to the mobile web and Firefox OS. Adapting to mobile My starting point […]
URL: https://hacks.mozilla.org/2015/12/from-game-jam-to-mobile-and-firefox-os/

## 518. Web Push notifications from Irssi

Resumen: Our main communication tool at Mozilla is IRC. I'm running an IRC client called Irssi under screen on a server constantly connected to the network. It's a close-to-perfect solution with only two outstanding issues for me. One is the lack of emoji characters (I can live with that). The other is more important: there is […]
URL: https://hacks.mozilla.org/2015/12/web-push-notifications-from-irssi/

## 519. Offline Web Apps on GitHub Pages

Resumen: Service Workers are a response to the problems of Application Cache, and they're a powerful and elegant way to offline your web app. But they're also more complex to implement and maintain. Meanwhile, GitHub Pages is a great, simple static host for offline-first apps. But deploying apps to GitHub Pages requires manual configuration, especially if […]
URL: https://hacks.mozilla.org/2015/11/offline-web-apps-on-github-pages/

## 520. An Update on Web Components and Firefox

Resumen: Web Components is an umbrella term for four technologies that aim to make UI development easier and more modular. It has been in development since about 2011: a very long time for Internet standards! All the specifications have been changing constantly as more vendors have started implementing them, and also as developers have gained real […]
URL: https://hacks.mozilla.org/2015/11/an-update-on-web-components-and-firefox/

## 521. Offline Recipes for Service Workers

Resumen: "Offline" is a big topic these days, especially as many web apps look to also function as mobile apps.  The original offline helper API, the Application Cache API (also known as "appcache"), has a host of problems, many of which can be found in Jake Archibald's Application Cache is a Douchebag post.  Problems with appcache […]
URL: https://hacks.mozilla.org/2015/11/offline-service-workers/

## 522. WebRTC: Sending DTMF in Firefox

Resumen: One of the features defined in WebRTC is the ability to send DTMF tones (popularly known in some markets as "touch tones"). While this has basically no purpose in the browser-to-browser case, it is somewhat important when using WebRTC to initiate calls to the legacy telephone network: many companies still use voice menu systems that […]
URL: https://hacks.mozilla.org/2015/11/webrtc-sending-dtmf-in-firefox/

## 523. Firefox's New Memory Tool

*Autor: Desconocido | Fecha: 2015-11-12T07:44:38-08:00*

Resumen: Firefox Developer Edition 44, released last week, includes a brand new memory tool to help you understand how your web applications are using and retaining memory. This is especially useful for developers targeting the mobile web, and thus working with constrained resources. Baptiste Kaenel, a freelance Creative Designer and Mozilla community member from France, put […]

URL: https://hacks.mozilla.org/2015/11/firefoxs-new-memory-tool/

## 524. Firefox OS 2.5 Developer Preview, an experimental Android app

*Autor: Desconocido | Fecha: 2015-11-10T12:07:53-08:00*

Resumen: Today we have made Firefox OS 2.5 available worldwide. We are also making an early, experimental build of the OS — Firefox OS 2.5 Developer Preview — available for developers to download on Android devices. This latest version of Firefox OS delivers exciting features including: Add-ons: Just like the add-ons we've come to love in […]

URL: https://hacks.mozilla.org/2015/11/firefox-os-2-5-developer-preview-an-experimental-android-app/

## 525. Better than Gzip Compression with Brotli

*Autor: Desconocido | Fecha: 2015-11-06T09:59:46-08:00*

Resumen: HTTP Compression Brotli is an open source data compression library formally specified by IETF draft. It can be used to compress HTTPS responses sent to a browser, in place of gzip or deflate. Support for Brotli content encoding has recently landed and is now testable in Firefox Developer Edition (Firefox 44). In this post, we'll […]

URL: https://hacks.mozilla.org/2015/11/better-than-gzip-compression-with-brotli/

## 526. Developer Edition 44: New visual editing and memory management tools

*Autor: Desconocido | Fecha: 2015-11-03T05:00:42-08:00*

Resumen: This month marks the one-year anniversary of Firefox Developer Edition. To celebrate, we're excited to show you some new tools – and some improvements to existing tools – that let you work with the Web in a visual and intuitive way. As the Web becomes a more dynamic, interactive and mobile experience, visual designers are […]

URL: https://hacks.mozilla.org/2015/11/developer-edition-44-creative-tools-and-more/

## 527. Building an iOS-style "Unread Notifications" add-on for Firefox OS

*Autor: Desconocido | Fecha: 2015-11-02T09:29:57-08:00*

Resumen: What is a Firefox OS add-on and why do we need it? The Firefox add-on ecosystem has been a key differentiator in the desktop browser arena. However, the mobile space lacks a strong add-on framework. Some solutions exist for Android, such as Xposed, but these solutions typically require a rooted phone, and the content is […]

URL: https://hacks.mozilla.org/2015/11/building-an-ios-style-unread-notifications-add-on-for-firefox-os/

## 528. HTML5 games: 3D collision detection

*Autor: Desconocido | Fecha: 2015-10-30T09:10:31-07:00*

Resumen: Last week we took a look at Tilemaps, and I shared some new articles that I'd written on MDN. This week I'm back to introduce 3D collision detection, an essential technique for almost any kind of 3D game. I'll also point you to some more new articles about game development on MDN! Hope they inspire […]

URL: https://hacks.mozilla.org/2015/10/html-5-games-3d-collision-detection/

## 529. Firebug & DevTools Integration
*Autor: Desconocido | Fecha: 2015-10-28T07:56:27-07:00*
Resumen: You might have already heard about our effort to unify native Firefox Developer tools (DevTools) and Firebug. We've been working hard to port all favorite Firebug features into native DevTools, make them multi-process compatible, and available for remote debugging (i.e., e10s compatible). We've been also working hard to make the transition path from Firebug to […]
URL: https://hacks.mozilla.org/2015/10/firebug-devtools-integration/

## 530. Keep pushing it, with the W3C Push API
*Autor: Desconocido | Fecha: 2015-10-26T11:36:34-07:00*
Resumen: You are all familiar with this experience — a little bubble pops up on your phone without warning, containing a nagging message along the lines of "your insipidly cute little monsters are rested, and want to go and fight more battles!", or "You've got unanswered friend requests from people you don't know. Hurry up and […]
URL: https://hacks.mozilla.org/2015/10/keep-pushing-it-with-the-w3c-push-api/

## 531. HTML 5 games: Tilemaps
*Autor: Desconocido | Fecha: 2015-10-23T09:39:54-07:00*
Resumen: I recently joined the Developer Relations team at Mozilla, and my current focus is to help to create content for MDN about HTML 5 game development. I'm very excited about this, since creating games is a passion of mine. I switched to HTML5 game development to increase the reach of my games – which, by […]
URL: https://hacks.mozilla.org/2015/10/html-5-games-tilemaps/

## 532. View Source Conference: 16 great reasons to join us in Portland
*Autor: Desconocido | Fecha: 2015-10-13T08:01:44-07:00*
Resumen: What, when, where View Source is a brand new conference for web developers, presented by Mozilla and friends, produced by the folks who also bring you the Mozilla Developer Network, to share knowledge of the Open Web. It's a single track event with plenty of time and space for discussion, demos, and hallway conversations. Talks […]
URL: https://hacks.mozilla.org/2015/10/view-source-conference/

## 533. Porting Chrome Extensions to Firefox with WebExtensions
*Autor: Desconocido | Fecha: 2015-10-12T07:59:25-07:00*
Resumen: After reading last month's "Let's Write a Web Extension," I was inspired to try and port a real-world add-on to a WebExtension. Specifically, I tried to port the Chrome version of the popular, open-source "Reddit Enhancement Suite" (RES) to Firefox. Here's what I learned, and what you can do today to prepare your own add-ons […]
URL: https://hacks.mozilla.org/2015/10/porting-chrome-extensions-to-firefox-with-webextensions/

## 534. Building RTL-Aware Web Apps & Websites: Part 2
*Autor: Desconocido | Fecha: 2015-10-07T08:35:47-07:00*
Resumen: Pushing the Web forward means making it better for developers and users alike. It means tackling issues that our present Web faces; this is especially true for making responsive

RTL (right-to-left) design and development easier to achieve.
URL: https://hacks.mozilla.org/2015/10/building-rtl-aware-web-apps-websites-part-2/


## 535. Something Looks Different Around Here…
*Autor: Desconocido | Fecha: 2015-10-06T11:38:28-07:00*
Resumen: We've revamped the Hacks Blog! The old design was looking a little long in the tooth, and was built in an altogether less-responsive era. The new design has a few goals: Look great on as many screens as possible Get out of the way of some awesome content Have the flexibility to show off larger […]
URL: https://hacks.mozilla.org/2015/10/something-looks-different-around-here/


## 536. Build and Run Firefox OS on Sony Open Devices
*Autor: Desconocido | Fecha: 2015-10-05T10:42:49-07:00*
Resumen: A few years ago, Sony released their first port of Firefox OS, for the Xperia E. Since then, Sony has started the Open Devices initiative to bring support for AOSP (the Android Open Source Project) to many more of its smartphones. The porting work described in this post is based on this effort and brings […]
URL: https://hacks.mozilla.org/2015/10/build-and-run-firefox-os-on-sony-open-devices/


## 537. Inspecting Security and Privacy Settings of a Website
*Autor: Desconocido | Fecha: 2015-10-02T07:43:08-07:00*
Resumen: Inspecting the Content Security Policy of a Website Starting in Firefox 41, Mozilla provides a developer tool that allows users to inspect the security settings of a website. Using GCLI (Graphic Command Line Interface) a user can inspect the Content Security Policy (CSP) of a website. CSP is a security concept that allows websites to […]
URL: https://hacks.mozilla.org/2015/10/inspecting-security-and-privacy-settings-of-a-website/


## 538. Trainspotting: Firefox 41
*Autor: Desconocido | Fecha: 2015-09-29T07:50:35-07:00*
Resumen: Trainspotting is a series of articles highlighting features in the lastest version of Firefox. A new version of Firefox is shipped every six weeks – we at Mozilla call this pattern "release trains." Firefox 41 (the Fire-y-est Fox to date) brings a bevy of new and improved features for browser users and web developer audiences. […]
URL: https://hacks.mozilla.org/2015/09/trainspotting-firefox-41/


## 539. Do not let your CDN betray you: Use Subresource Integrity
*Autor: Desconocido | Fecha: 2015-09-25T12:29:54-07:00*
Resumen: Mozilla Firefox Developer Edition 43 and other modern browsers help websites to control third-party JavaScript loads and prevent unexpected or malicious modifications. Using a new specification called Subresource Integrity, a website can include JavaScript that will stop working if it has been modified. With this technology, developers can benefit from the performance gains of using […]
URL: https://hacks.mozilla.org/2015/09/subresource-integrity-in-firefox-43/


## 540. Building RTL-Aware Web Apps & Websites: Part 1
*Autor: Desconocido | Fecha: 2015-09-24T09:39:12-07:00*

Resumen: Making the web more accessible to more people, in more languages, is an ongoing effort and a mission we take very seriously at Mozilla. This post is the first of a series of articles to explain one of the most neglected and least well-known corners of web development: RTL (right-to-left) development. In a web development […]
URL: https://hacks.mozilla.org/2015/09/building-rtl-aware-web-apps-and-websites-part-1/

## 541. Let's Write a Web Extension

*Autor: Desconocido | Fecha: 2015-09-21T08:13:43-07:00*

Resumen: You might have heard about Mozilla's WebExtensions, our implementation of a new browser extension API for writing multiprocess-compatible add-ons. Maybe you've been wondering what it was about, and how you could use it. Well, I'm here to help! I think the MDN's WebExtensions docs are a pretty great place to start: WebExtensions are a new […]
URL: https://hacks.mozilla.org/2015/09/lets_write_a_webextension/

## 542. Stereoscopic Rendering in WebVR

*Autor: Desconocido | Fecha: 2015-09-16T11:40:47-07:00*

Resumen: At Mozilla, a small recon team has been toying with the idea of blending the best features of the web such as interconnectedness, permissionless content creation, and safe execution of remote code with the immersive interaction model of Virtual Reality. By starting out with support for Oculus's DK2 headset, we've enabled those interested to begin […]
URL: https://hacks.mozilla.org/2015/09/stereoscopic-rendering-in-webvr/

## 543. Backing Up User Data on Firefox OS

*Autor: Desconocido | Fecha: 2015-09-15T14:06:28-07:00*

Resumen: The FFOS Backup/Restore Team Portland State University's Computer Science degree culminates in a capstone program that matches teams of students with industry sponsors for a six-month software engineering project. We had the privilege of working with Mozilla on an application to back up and restore personal data on Firefox OS. We are: Ryan Bernstein: Team […]
URL: https://hacks.mozilla.org/2015/09/backing-up-user-data-on-firefox-os/

## 544. Controlling WebRTC PeerConnections with an extension

*Autor: Desconocido | Fecha: 2015-09-10T15:40:01-07:00*

Resumen: Author's note: Firefox recently added some features (in Firefox 42) to allow users to exercise added control over WebRTC RTCPeerConnections, IP address gathering used in connecting them, and what IP addresses are exposed to JS applications. For a detailed explanation of the issues this is addressing and why Firefox is addressing them, please see my […]
URL: https://hacks.mozilla.org/2015/09/controlling-webrtc-peerconnections-with-an-extension/

## 545. The future of layout with CSS: Grid Layouts

*Autor: Desconocido | Fecha: 2015-09-09T08:53:30-07:00*

Resumen: In this article we'll take a look at the wonderful world of the CSS Grid Layout, a relatively new W3C specification that has partially started to see the day in some browsers. But before we dive into what this new CSS technique is all about and how to use it, let's quickly review grid theory. […]
URL: https://hacks.mozilla.org/2015/09/the-future-of-layout-with-css-grid-layouts/

## 546. Implementing Air Mozilla's Related Events Feature

*Autor: Desconocido | Fecha: 2015-09-04T08:53:23-07:00*

Resumen: Editor's note: It's not often that we hear from web developers and software engineers at the start their careers here on the Hacks blog. This post is a great reminder of what it's like. Mozilla participates in Outreachy, and offers internship opportunities to bring women and other under-represented groups into the world of free and [...]

URL: https://hacks.mozilla.org/2015/09/implementing-air-mozillas-related-events-feature/

## 547. Scroll snapping explained

*Autor: Desconocido | Fecha: 2015-09-02T08:10:00-07:00*

Resumen: Have you ever tried to snap your page's contents after scrolling? There are many JavaScript libraries out there providing this functionality. Here are a few examples: https://github.com/peachananr/purejs-onepage-scroll http://wtm.github.io/jquery.snapscroll/ http://guidobouman.github.io/jquery-panelsnap/ http://alvarotrigo.com/fullPage/ As this is a common use case related to page layout and behavior, the W3C has published a pure CSS approach to scroll snapping. CSS [...]

URL: https://hacks.mozilla.org/2015/09/scroll-snapping-explained/

## 548. Flash-Free Clipboard for the Web

*Autor: Desconocido | Fecha: 2015-09-01T07:54:56-07:00*

Resumen: As part of our effort to grow the Web platform and make it accessible to new devices, we are trying to reduce the Web's dependence on Flash. As part of that effort, we are standardizing and exposing useful features which are currently only available to Flash to the entirety of the Web platform. One of [...]

URL: https://hacks.mozilla.org/2015/09/flash-free-clipboard-for-the-web/

## 549. Developer Edition 42: Wifi Debugging, Win10, Multiprocess Firefox, ReactJS tools, and more

*Autor: Desconocido | Fecha: 2015-08-24T12:18:11-07:00*

Resumen: Firefox 42 has arrived! In this release, we put a lot of effort into the quality and polish of the Developer Edition browser. Although many of the bugs resolved this release don't feature in the Release Notes, these small fixes make the tools faster and more stable. But there's still a lot to report, including [...]

URL: https://hacks.mozilla.org/2015/08/developer-edition-42-wifi-debugging-win10-multiprocess-firefox-reactjs-tools-and-more/

## 550. ES6 In Depth: The Future

*Autor: Desconocido | Fecha: 2015-08-21T19:48:38-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. Last week's article on ES6 modules wrapped up a 4-month survey of the major new features in ES6. This post covers over a dozen more new features that [...]

URL: https://hacks.mozilla.org/2015/08/es6-in-depth-the-future/

## 551. Flying a drone in your browser with WebBluetooth

*Autor: Desconocido | Fecha: 2015-08-19T08:21:42-07:00*

Resumen: There are tons of devices around us, and the number is only growing. And more and

more of these devices come with connectivity. From suitcases to plants to eggs. This brings new challenges: how can we discover devices around us, and how can we interact with them? Currently device interactions are handled by separate apps […]
URL: https://hacks.mozilla.org/2015/08/flying-a-drone-in-your-browser-with-webbluetooth/

## 552. ES6 In Depth: Modules
*Autor: Desconocido | Fecha: 2015-08-14T16:52:19-07:00*
Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. When I started on Mozilla's JavaScript team back in 2007, the joke was that the length of a typical JavaScript program was one line. This was two years […]
URL: https://hacks.mozilla.org/2015/08/es6-in-depth-modules/

## 553. Keyboard events in Firefox OS TV: Part 2
*Autor: Desconocido | Fecha: 2015-08-14T12:54:56-07:00*
Resumen: Implementation details for keyboard events In our introductory post, Keyboard events in Firefox OS TV, we described four keyboard event scenarios triggered by the Info key on a Smart TV remote: SYSTEM-ONLY, SYSTEM-FIRST, APP-CANCELLED, AND APP-FIRST. We explained how these keyboard events are activated, described the default sequence of events, and explored the iframe structure […]
URL: https://hacks.mozilla.org/2015/08/keyboard-events-in-firefox-os-tv-part-2/

## 554. Trainspotting: Firefox 40
*Autor: Desconocido | Fecha: 2015-08-11T14:12:11-07:00*
Resumen: Trainspotting is a series of articles highlighting features in the lastest version of Firefox. A new version of Firefox is shipped every six weeks – we at Mozilla call this pattern "release trains." Firefox keeps on shippin' shippin' shippin' / Into the future… —Steve Miller Band, probably Like a big ol' jet airliner, a new […]
URL: https://hacks.mozilla.org/2015/08/trainspotting-firefox-40/

## 555. ES6 In Depth: Subclassing
*Autor: Desconocido | Fecha: 2015-08-07T11:51:14-07:00*
Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. Two weeks ago, we described the new classes system added in ES6 for handling trivial cases of object constructor creation. We showed how you can use it to […]
URL: https://hacks.mozilla.org/2015/08/es6-in-depth-subclassing/

## 556. Making and Breaking the Web With CSS Gradients
*Autor: Desconocido | Fecha: 2015-08-05T09:06:54-07:00*
Resumen: What is CSS prefixing and why do I care? Straight from the source: "Browser vendors sometimes add prefixes to experimental or nonstandard CSS properties, so developers can experiment but changes in browser behavior don't break the code during the standards process. Developers should wait to include the unprefixed property until browser behavior is standardized." As […]
URL: https://hacks.mozilla.org/2015/08/making-and-breaking-the-web-with-css-gradients/

## 557. Pointer Events now in Firefox Nightly

*Autor: Desconocido | Fecha: 2015-08-04T09:00:17-07:00*

Resumen: [Important Update: After this article was published, Pointer Events were disabled in Firefox Nightly because of a stability bug. They will be re-enabled after this bug is fixed. You can still test Pointer Events in Firefox by setting dom.w3c_pointer_events.enabled to "true" in about:config.] This past February Pointer Events became a W3C Recommendation. In the intervening […]

URL: https://hacks.mozilla.org/2015/08/pointer-events-now-in-firefox-nightly/

## 558. ES6 In Depth: let and const

*Autor: Desconocido | Fecha: 2015-07-31T09:25:33-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. The feature I'd like to talk about today is at once humble and startlingly ambitious. When Brendan Eich designed the first version of JavaScript back in 1995, he […]

URL: https://hacks.mozilla.org/2015/07/es6-in-depth-let-and-const/

## 559. Keyboard events in Firefox OS TV

*Autor: Desconocido | Fecha: 2015-07-28T13:01:44-07:00*

Resumen: Getting started The behavior of input events via hardware keys in Firefox OS varies widely from app to app. Early smartphones came with a limited number of keys — Power, Home, Volume up, Volume down — so it was easy for the software to determine an appropriate response for each keypress event. However, Smart TV […]

URL: https://hacks.mozilla.org/2015/07/keyboard-events-in-firefox-os-tv/

## 560. ES6 In Depth: Classes

*Autor: Desconocido | Fecha: 2015-07-22T12:42:02-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. Today, we get a bit of a respite from the complexity that we've seen in previous posts in this series. There are no new never-before-seen ways of writing […]

URL: https://hacks.mozilla.org/2015/07/es6-in-depth-classes/

## 561. ES6 In Depth: Proxies

*Autor: Desconocido | Fecha: 2015-07-17T13:43:34-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. Here is the sort of thing we are going to do today. <pre> var obj = new Proxy({}, { get: function (target, key, receiver) { console.log(`getting ${key}!`); return […]

URL: https://hacks.mozilla.org/2015/07/es6-in-depth-proxies-and-reflect/

## 562. ES6 In Depth: Generators, continued

*Autor: Desconocido | Fecha: 2015-07-09T15:38:19-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. Welcome back to ES6 In Depth! I hope you had as much fun as I did during our summer break. But the life of a programmer cannot be […]

## 563. Developer Edition 41: View source in a tab, screenshot elements, HAR files, and more

*Autor: Desconocido | Fecha: 2015-07-07T10:39:36-07:00*

Resumen: When we introduced the new Performance tools a few weeks ago, we also talked about how the Firefox Dev Tools team had spent a lot of time focusing on user feedback and what we call 'polish' bugs – things reported via our UserVoice feedback channel and Bugzilla. Even though the Firefox 41 was a short […]

## 564. Compacting Garbage Collection in SpiderMonkey

*Autor: Desconocido | Fecha: 2015-07-06T12:35:43-07:00*

Resumen: Overview Compacting is a new feature of our garbage collector, released in Firefox 38, that allows us to reduce external fragmentation in the JavaScript heap. The aim is to use less memory in general and to be able to recover from more out-of-memory situations. So far, we have only implemented compacting for JavaScript objects, which […]

## 565. How fast are web workers?

*Autor: Desconocido | Fecha: 2015-07-02T16:08:17-07:00*

Resumen: The next version of Firefox OS, the mobile operating system, will unleash the power of devices by taking full advantage of their multi-core processors. Classically, JavaScript has been executed on a single thread, but web workers offer a way to execute code in parallel. Doing so frees the browser of anything that may get in […]

## 566. Streaming media on demand with Media Source Extensions

*Autor: Desconocido | Fecha: 2015-07-01T15:38:43-07:00*

Resumen: Introducing MSE Media Source Extensions (MSE) is a new addition to the Web APIs available in all major browsers. This API allows for things like adaptive bitrate streaming of video directly in our browser, free of plugins. Where previously we may have used proprietary solutions like RTSP (Real Time Streaming Protocol) and Flash, we can now […]

## 567. Trainspotting: Firefox 39

*Autor: Desconocido | Fecha: 2015-06-30T09:24:48-07:00*

Resumen: Trainspotting is a series of articles highlighting features in the lastest version of Firefox. A new version of Firefox is shipped every six weeks – we at Mozilla call this pattern "release trains." A new version of Firefox is here, and with it come some great improvements and additions to the Web platform and developer […]

## 568. Performance Testing Firefox OS With Raptor

*Autor: Desconocido | Fecha: 2015-06-26T12:42:06-07:00*

Resumen: When we talk about performance for the Web, a number of familiar questions may come to mind: Why does this page take so long to load? How can I optimize my JavaScript to be faster? If I make some changes to this code, will that make this app slower? I've been working on making these […]

URL: https://hacks.mozilla.org/2015/06/performance-testing-firefox-os-with-raptor/

## 569. ES6 In Depth: Collections

*Autor: Desconocido | Fecha: 2015-06-19T09:46:12-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. Earlier this week, the ES6 specification, officially titled ECMA-262, 6th Edition, ECMAScript 2015 Language Specification, cleared the final hurdle and was approved as an Ecma standard. Congratulations to […]

URL: https://hacks.mozilla.org/2015/06/es6-in-depth-collections/

## 570. ES6 In Depth: Using ES6 today with Babel and Broccoli

*Autor: Desconocido | Fecha: 2015-06-17T21:38:26-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. ES6 is here, and people are already talking about ES7, what the future holds, and what shiny features a new standard can offer. As web developers, we wonder […]

URL: https://hacks.mozilla.org/2015/06/es6-in-depth-babel-and-broccoli/

## 571. ES6 In Depth: Symbols

*Autor: Desconocido | Fecha: 2015-06-11T23:13:55-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. Note: There is now a Vietnamese translation of this post, created by Julia Duong of the Coupofy team. What are ES6 symbols? Symbols are not logos. They're not […]

URL: https://hacks.mozilla.org/2015/06/es6-in-depth-symbols/

## 572. Build an HTML5 game—and distribute it

*Autor: Desconocido | Fecha: 2015-06-10T08:30:43-07:00*

Resumen: Last year, Mozilla and Humble Bundle brought great indie titles like FTL: Faster Than Light, Voxatron, and others to the Web through the Humble Mozilla Bundle promotion. This year we plan to go even bigger with developments in JavaScript such as support for SIMD and SharedArrayBuffer. Gaming on the Web without plugins is great; the […]

URL: https://hacks.mozilla.org/2015/06/build-an-html5-game-and-distribute-it/

## 573. The state of Web Components

*Autor: Desconocido | Fecha: 2015-06-09T11:50:46-07:00*

Resumen: Web Components have been on developers' radars for quite some time now. They were first introduced by Alex Russell at Fronteers Conference 2011. The concept shook the community up and became the topic of many future talks and discussions. In 2013 a Web Components-based framework called Polymer was released by Google to kick the tires […]

URL: https://hacks.mozilla.org/2015/06/the-state-of-web-components/

## 574. ES6 In Depth: Arrow functions

*Autor: Desconocido | Fecha: 2015-06-04T16:25:41-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. Arrows have been part of JavaScript from the very beginning. The first JavaScript tutorials advised wrapping inline scripts in HTML comments. This would prevent browsers that didn't support […]
URL: https://hacks.mozilla.org/2015/06/es6-in-depth-arrow-functions/


## 575. Firefox multistream and renegotiation for Jitsi Videobridge

*Autor: Desconocido | Fecha: 2015-06-03T10:28:00-07:00*

Resumen: Firefox multistream and renegotiation for Jitsi Videobridge Author's note: Firefox landed support for multistream and renegotiation support in Firefox 38. This article talks about how the team at Jitsi Videobridge, a WebRTC service, collaborated with the Firefox WebRTC team to get Jitsi's multi-party video conferencing working well in Firefox. In the process, several issues were […]
URL: https://hacks.mozilla.org/2015/06/firefox-multistream-and-renegotiation-for-jitsi-videobridge/


## 576. New Performance Tools in Firefox Developer Edition 40

*Autor: Desconocido | Fecha: 2015-06-02T06:00:30-07:00*

Resumen: Today Mozilla is pleased to announce the availability of Firefox Developer Edition 40 (DE 40) featuring all-new performance tools! In this post we will cover some of DE 40's new developer tools, fixes, and improvements made to existing tools. In addition, a couple of videos showcase some of these features. Note: Many of the new […]
URL: https://hacks.mozilla.org/2015/06/new-performance-tools-in-firefox-developer-edition-40/


## 577. Power Surge – optimize the JavaScript in this HTML5 game using Firefox Developer Edition

*Autor: Desconocido | Fecha: 2015-06-02T06:00:12-07:00*

Resumen: The Firefox Developer Tools team wanted to find a fun way to show off the great performance tools we've just added to the Firefox Developer Edition browser. We partnered with Przemys & w Sikorski (aka rezoner) author of Playground.js and the arcade puzzle game QbQbQb, to create "Power Surge," a fun game which shows off how the […]
URL: https://hacks.mozilla.org/2015/06/power-surge-optimize-the-javascript-in-this-html5-game-using-firefox-developer-edition/


## 578. ES6 In Depth: Destructuring

*Autor: Desconocido | Fecha: 2015-05-28T16:12:17-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. Editor's note: An earlier version of today's post, by Firefox Developer Tools engineer Nick Fitzgerald, originally appeared on Nick's blog as Destructuring Assignment in ES6. What is destructuring […]
URL: https://hacks.mozilla.org/2015/05/es6-in-depth-destructuring/


## 579. Creating a mobile app from a simple HTML site: Part 4

*Autor: Desconocido | Fecha: 2015-05-26T15:15:25-07:00*

Resumen: How to polish your app and prepare it for market In previous sections of this step-by-

step series (Part 1, Part 2, and Part 3) we've created an app that loads multiple school plans from the server. What we have so far is functional, but still has a number of issues, including two which are major: […]
URL: https://hacks.mozilla.org/2015/05/creating-a-mobile-app-from-a-simple-html-site-part-4/


## 580. ES6 In Depth: Rest parameters and defaults

*Autor: Desconocido | Fecha: 2015-05-21T13:32:10-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. Today's post is about two features that make JavaScript's function syntax more expressive: rest parameters and parameter defaults. Rest parameters A common need when creating an API is […]
URL: https://hacks.mozilla.org/2015/05/es6-in-depth-rest-parameters-and-defaults/


## 581. Developer Edition 40: Always active network monitoring, CSS rules filtering, and much more

*Autor: Desconocido | Fecha: 2015-05-19T09:55:32-07:00*

Resumen: Firefox 40 was just uplifted, and we have a lot of updates to share. This release took a major effort by Developer Tools contributors to address feedback we've heard directly from people using our tools. Grab a copy of the Developer Edition browser and check it out. Experimental Multi-process Support: A Request When you update […]
URL: https://hacks.mozilla.org/2015/05/developer-edition-40-always-active-network-monitoring-css-rules-filtering-and-more/


## 582. Let's get charged: Updates to the Battery Status API

*Autor: Desconocido | Fecha: 2015-05-18T12:29:04-07:00*

Resumen: Web APIs provide a way for Open Web Apps to access device hardware, data and sensors through JavaScript, and open the doors to a number of possibilities especially for mobile devices, TVs, interactive kiosks, and Internet of Things (IoT) applications. Knowing the battery status of a device can be useful in a number of situations […]
URL: https://hacks.mozilla.org/2015/05/lets-get-charged-updates-to-the-battery-status-api/


## 583. Diving into Rust for the first time

*Autor: Desconocido | Fecha: 2015-05-15T10:28:53-07:00*

Resumen: Rust is a new programming language which focuses on performance, parallelization, and memory safety. By building a language from scratch and incorporating elements from modern programming language design, the creators of Rust avoid a lot of "baggage" (backward-compatibility requirements) that traditional languages have to deal with. Instead, Rust is able to fuse the expressive syntax […]
URL: https://hacks.mozilla.org/2015/05/diving-into-rust-for-the-first-time/


## 584. ES6 In Depth: Template strings

*Autor: Desconocido | Fecha: 2015-05-14T16:41:39-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. Last week I promised a change of pace. After iterators and generators, we would tackle something easy, I said. Something that won't melt your brain, I said. We'll […]

## 585. Trainspotting: Firefox 38

*Autor: Desconocido | Fecha: 2015-05-12T06:57:15-07:00*

Resumen: Trainspotting is a series of articles highlighting features in the latest version of Firefox, that are live now in production code, ready for you to use in your work. A new version of Firefox is shipped every six weeks – we at Mozilla call this pattern "release trains." Has it been six weeks already?? Firefox […]

## 586. ES6 In Depth: Generators

*Autor: Desconocido | Fecha: 2015-05-07T08:39:43-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. I'm excited about today's post. Today, we're going to discuss the most magical feature in ES6. What do I mean by "magical"? For starters, this feature is so […]

## 587. How TV Functionality Leverages Web Technology

*Autor: Desconocido | Fecha: 2015-05-06T07:31:53-07:00*

Resumen: The convergence of Internet-based IPTV, Video-on-Demand (VoD) and traditional broadcasting is happening now. As more and more web technology comes to television, the gap between web apps and native apps is rapidly narrowing. Firefox OS now supports the TV Manager API, a baseline of the W3C TV Control API (the editor's draft driven by the […]

## 588. RDP Inspector: An extension for Firefox Developer Tools

*Autor: Desconocido | Fecha: 2015-05-01T08:10:46-07:00*

Resumen: RDP Inspector is a Firefox extension that intercepts the Remote Debugging Protocol (RDP) and allows inspection of all data sent and received. This extension is useful for anyone who wants to extend native developer tools in Firefox by implementing new remotable features or for those who want to learn more about how built-in tools use […]

## 589. Creating a mobile app from a simple HTML site: Part 3

*Autor: Desconocido | Fecha: 2015-04-29T15:16:06-07:00*

Resumen: Adding a server to separate the app from its data This is the third part in our series of posts about creating a dynamic mobile app from a simple HTML site. In Part 2 we separated the data from its visual representation, but the data is still contained inside the app. In this article, we […]

## 590. ES6 In Depth: Iterators and the for-of loop

*Autor: Desconocido | Fecha: 2015-04-29T11:39:38-07:00*

Resumen: ES6 In Depth is a series on new features being added to the JavaScript programming language in the 6th Edition of the ECMAScript standard, ES6 for short. How do

you loop over the elements of an array? When JavaScript was introduced, twenty years ago, you would do it like this: <pre> for (var index = […]
URL: https://hacks.mozilla.org/2015/04/es6-in-depth-iterators-and-the-for-of-loop/

## 591. WiFi Debugging for Firefox OS

*Autor: Desconocido | Fecha: 2015-04-28T01:23:30-07:00*

Resumen: I am excited to announce that we're now shipping WiFi debugging for Firefox OS! It's available in Firefox OS 3.0 / master with Firefox Nightly on desktop. WiFi debugging allows WebIDE to connect to your Firefox OS device via your local WiFi network instead of a USB cable. The connection experience is generally more straightforward […]
URL: https://hacks.mozilla.org/2015/04/wifi-debugging-for-firefox-os/

## 592. Firefox OS, Animations & the Dark Cubic-Bezier of the Soul

*Autor: Desconocido | Fecha: 2015-04-27T07:25:20-07:00*

Resumen: I've been using Firefox OS daily for a couple of years now (wow, time flies!). While performance has steadily improved with efforts like Project Silk, I've often noticed delays in the user interface. I assumed the delays were because the hardware was well below the "flagship" hardware I've become accustomed to with Android and iOS devices. Last […]
URL: https://hacks.mozilla.org/2015/04/firefox-os-animations-the-dark-cubic-bezier-of-the-soul/

## 593. ES6 In Depth: An Introduction

*Autor: Desconocido | Fecha: 2015-04-23T20:55:55-07:00*

Resumen: Welcome to ES6 In Depth! In this new weekly series, we'll be exploring ECMAScript 6, the upcoming new edition of the JavaScript language. ES6 contains many new language features that will make JS more powerful and expressive, and we'll visit them one by one in weeks to come. But before we start in on the […]
URL: https://hacks.mozilla.org/2015/04/es6-in-depth-an-introduction/

## 594. Easier in-app payments with fxpay

*Autor: Desconocido | Fecha: 2015-04-21T07:39:16-07:00*

Resumen: For developers building web applications on Firefox OS or Firefox Desktop, supporting payments is easy with Mozilla's fxpay library. In addition to accepting credit cards, Mozilla's payment system lets users charge purchases directly to their phone bill in many countries—making it ideal for mobile commerce. Since our first introduction to fxpay the library has received […]
URL: https://hacks.mozilla.org/2015/04/easier-in-app-payments-with-fxpay/

## 595. Network Activity and Battery Drain in Mobile Web Apps

*Autor: Desconocido | Fecha: 2015-04-20T06:45:05-07:00*

Resumen: Editor's note: This post describes the work of a group of students from Portland State University who worked with Mozilla on their senior project. Over the course of the last 6 months, they've worked with Mozillian Dietrich Ayala to create a JavaScript library that allows developers to optimize the usage of network operations, thus saving […]
URL: https://hacks.mozilla.org/2015/04/network-activity-and-battery-drain-in-mobile-web-apps/

## 596. Creating a mobile app from a simple HTML site: Part 2

Resumen: Or: Making our simple app work for others In the first part of this series, which began late last year, we worked through the process of developing a school planner app. At this point (see the final code from Part 1) we've got multiple school plans displayed at once, and we've got Web, iOS and […]

URL: https://hacks.mozilla.org/2015/04/creating-a-mobile-app-from-a-simple-html-site-part-2/

## 597. Drag Elements, Console History, and more – Firefox Developer Edition 39

Resumen: Quite a few big new features, improvements, and bug fixes made their way into Firefox Developer Edition 39. Update your Firefox Developer Edition, or Nightly builds to try them out! Inspector The Inspector now allows you to move elements around via drag and drop. Click and hold on an element and then drag it to […]

URL: https://hacks.mozilla.org/2015/04/drag-elements-console-history-and-more-firefox-developer-edition-39/

## 598. Mobile game development with the Device Orientation and Vibration APIs

Resumen: The market for casual mobile gaming is keeping pace with the growing market for smartphones. There are Web tools that can help web developers like you build games that compete with native games. You'll need great execution to stand out from the crowd – using the JavaScript APIs correctly can help. For game development, you'll […]

URL: https://hacks.mozilla.org/2015/04/mobile-game-development-with-the-device-orientation-and-vibration-apis/

## 599. Trainspotting: Firefox 37, Developer Edition and More

Resumen: Welcome to Trainspotting, a new series on Mozilla Hacks designed to help the busy Web developer keep up with what's new, what's changed and what is coming soon in all of the Firefoxes, the Web platform, and the tools for building the Web! Mozilla develops Gecko and Firefox on a "train model" – we branch the […]

URL: https://hacks.mozilla.org/2015/04/trainspotting-firefox-37-developer-edition-and-more/

## 600. Peering Through the WebRTC Fog with SocketPeer

Resumen: WebRTC allows browsers to do things they never could before, but a soup of unfamiliar terminology and the complexity of the API makes for a steep learning curve. After spending several weeks neck-deep in example code and cargo-culting several libraries, I have emerged with a workable understanding and a nifty library that helps hide some […]

URL: https://hacks.mozilla.org/2015/04/peering-through-the-webrtc-fog-with-socketpeer/

## 601. Pixel Perfect 2: extension for Firefox Developer Tools

Resumen: Pixel Perfect is a Firefox extension that enables web designers to overlay a web page with semi-transparent images (layers). The designer can then tweak the page's content until it exactly matches the layer.

URL: https://hacks.mozilla.org/2015/03/pixel-perfect-2-extension-for-firefox-developer-tools/

## 602. What do you want from your DevTools?

*Autor: Desconocido | Fecha: 2015-03-26T07:47:43-07:00*

Resumen: Editor's Note: Thanks to everyone who took the time to share constructive feedback and ideas for Firefox Devtools via our UserVoice channel. This forum is no longer available. We've decided to move the conversation over to the mozilla.dev.developer-tools Google group, where the conversation is lively, and Firefox DevTools team members are available to answer questions […]

URL: https://hacks.mozilla.org/2015/03/what-do-you-want-from-your-devtools/

## 603. WebRTC in Firefox 38: Multistream and renegotiation

*Autor: Desconocido | Fecha: 2015-03-25T07:28:24-07:00*

Resumen: Editor's Note: A lot has changed since this post was published in 2013… WebRTC is now widely available in all major browsers, but its API looks a bit different. As part of the web standardization process, we've seen improvements such as finer-grained control of media (through tracks rather than streams). Check out this Simple RTCDataChannel […]

URL: https://hacks.mozilla.org/2015/03/webrtc-in-firefox-38-multistream-and-renegotiation/

## 604. Understanding the CSS box model for inline elements

*Autor: Desconocido | Fecha: 2015-03-24T08:26:44-07:00*

Resumen: In a web page, every element is rendered as a rectangular box. The box model describes how the element's content, padding, border, and margin determine the space occupied by the element and its relation to other elements in the page. Depending on the element's display property, its box may be one of two types: a […]

URL: https://hacks.mozilla.org/2015/03/understanding-inline-box-model/

## 605. How to make a browser app for Firefox OS

*Autor: Desconocido | Fecha: 2015-03-20T10:47:44-07:00*

Resumen: Firefox OS is an operating system built on top of the Firefox web browser engine, which is called Gecko. A browser app on Firefox OS provides a user interface written with HTML5 technology and manages web page browsing using the Browser API. It also manages tabbing, browsing history, bookmarks, and so on depending on the […]

URL: https://hacks.mozilla.org/2015/03/how-to-make-a-browser-app-for-firefox-os/

## 606. Using the Firefox DevTools to Debug fetch() on GitHub

*Autor: Desconocido | Fecha: 2015-03-19T11:45:19-07:00*

Resumen: Firefox Nightly recently added preliminary support for Fetch, a modern, Promise-based replacement for XMLHttpRequest (XHR). Our initial work supported most of the Fetch Specification, but not quite all of it. Specifically, when Fetch first appeared in Nightly, we hadn't yet implemented serializing and de-serializing of FormData objects. GitHub was already using Fetch in production with […]

URL: https://hacks.mozilla.org/2015/03/using-the-firefox-devtools-to-debug-fetch-on-github/

## 607. An analytics primer for developers

*Autor: Desconocido | Fecha: 2015-03-17T07:24:20-07:00*

Resumen: There are three kinds of lies: lies, damned lies, and statistics – Mark Twain Deciding what to track (all the things) When you are adding analytics to a system you should try to log everything. At some point in the future if you need to pull information out of a system it's much

better to […]
URL: https://hacks.mozilla.org/2015/03/an-analytics-primer-for-developers/


## 608. Optimising SVG images
*Autor: Desconocido | Fecha: 2015-03-11T08:56:19-07:00*
Resumen: SVG is a vector image format based on XML. It has great advantages, most notably it is lightweight. Since SVG is a text format, it can be viewed and modified using a simple text editor, and applying GZIP compression produces excellent results. It's critical for a website to provide assets that are as lightweight as […]
URL: https://hacks.mozilla.org/2015/03/optimising-svg-images/


## 609. This API is so Fetching!
*Autor: Desconocido | Fecha: 2015-03-10T08:05:41-07:00*
Resumen: For more than a decade the Web has used XMLHttpRequest (XHR) to achieve asynchronous requests in JavaScript. While very useful, XHR is not a very nice API. It suffers from lack of separation of concerns. The input, output and state are all managed by interacting with one object, and state is tracked using events. Also, […]
URL: https://hacks.mozilla.org/2015/03/this-api-is-so-fetching/


## 610. Ruby support in Firefox Developer Edition 38
*Autor: Desconocido | Fecha: 2015-03-05T06:00:57-08:00*
Resumen: It was a long-time request from East Asian users, especially Japanese users, to have ruby support in the browser. Formerly, because of the lack of native ruby support in Firefox, users had to install add-ons like HTML Ruby to make ruby work. However, in Firefox Developer Edition 38, CSS Ruby has been enabled by default, […]
URL: https://hacks.mozilla.org/2015/03/ruby-support-in-firefox-developer-edition-38/


## 611. Announcing the MDN Fellowship Program
*Autor: Desconocido | Fecha: 2015-03-04T08:03:09-08:00*
Resumen: For nearly a decade, the Mozilla Developer Network (MDN) has been a vital source of technical information for millions of web and mobile developers. And while each month hundreds of developers actively contribute to MDN, we know there are many more with deep expertise in the Web who aren't participating—yet. Certainly MDN and the Web […]
URL: https://hacks.mozilla.org/2015/03/mdnfellowshiplaunch/


## 612. asm.js Speedups Everywhere
*Autor: Desconocido | Fecha: 2015-03-03T08:41:16-08:00*
Resumen: asm.js is an easy-to-optimize subset of JavaScript. It runs in all browsers without plugins, and is a good target for porting C/C++ codebases such as game engines – which have in fact been the biggest adopters of this approach, for example Unity 3D and Unreal Engine. Obviously, developers porting games using asm.js would like them […]
URL: https://hacks.mozilla.org/2015/03/asm-speedups-everywhere/


## 613. Firefox Developer Edition 38: 64-bits and more
*Autor: Desconocido | Fecha: 2015-03-02T08:14:23-08:00*
Resumen: In celebration of the 10th anniversary of Firefox, we unveiled Firefox Developer

Edition, the first browser created specifically for developers. At that time, we also announced plans to ship a 64-bit version of Firefox. Today we're happy to announce the next phase of that plan: 64-bit builds for Firefox Developer Edition are now available on […]
URL: https://hacks.mozilla.org/2015/03/firefox-developer-edition-38-64-bits-and-more/

## 614. Birdsongs, Musique Concrète, and the Web Audio API

*Autor: Desconocido | Fecha: 2015-02-26T15:12:34-08:00*

Resumen: In January 2015, my friend and collaborator Brian Belet and I presented Oiseaux de Même — an audio soundscape app created from recordings of birds — at the first Web Audio Conference. In this post I'd like to describe my experience of implementing this app using the Web Audio API, Twitter Bootstrap, Node.js, and REST […]
URL: https://hacks.mozilla.org/2015/02/birdsongs-musique-concrete-and-the-web-audio-api/

## 615. WebRTC requires Perfect Forward Secrecy (PFS) starting in Firefox 38

*Autor: Desconocido | Fecha: 2015-02-25T07:19:59-08:00*

Resumen: Today, we are announcing that Firefox 38 will take further measures to secure users' communications by removing support in WebRTC for all DTLS cipher suites that do not support forward secrecy. For developers: if you have a WebRTC application or server that doesn't support PFS ciphers, you will need to update your code. Forward secrecy, […]
URL: https://hacks.mozilla.org/2015/02/webrtc-requires-perfect-forward-secrecy-pfs-starting-in-firefox-38/

## 616. Synchronous Execution and Filesystem Access in Emscripten

*Autor: Desconocido | Fecha: 2015-02-24T07:39:22-08:00*

Resumen: Emscripten helps port C and C++ code to run on the Web. When doing such porting, we have to work around limitations of the web platform, one of which is that code must be asynchronous: you can't have long-running code on the Web, it must be split up into events, because other important things – […]
URL: https://hacks.mozilla.org/2015/02/synchronous-execution-and-filesystem-access-in-emscripten/

## 617. What's new in Web Audio

*Autor: Desconocido | Fecha: 2015-02-17T09:53:19-08:00*

Resumen: Introduction It's been a while since we said anything on Hacks about the Web Audio API. However, with Firefox 37/38 hitting our Developer Edition/Nightly browser channels, there are some interesting new features to talk about! This article presents you with some new Web Audio tricks to watch out for, such as the new StereoPannerNode, promise-based […]
URL: https://hacks.mozilla.org/2015/02/whats-new-in-web-audio/

## 618. Introducing @counter-style

*Autor: Desconocido | Fecha: 2015-02-12T12:20:52-08:00*

Resumen: Introduction The characters that indicate items in a list are called counters — they can be bullets or numbers. They are defined using the list-style-type CSS property. CSS1 introduced a list of predefined styles to be used as counter markers. The initial list was then slightly extended with addition of more predefined counter styles in CSS2.1. Even with […]
URL: https://hacks.mozilla.org/2015/02/introducing-counter-styles/

## 619. Exploring object-fit

Resumen: On web documents, a common problem concerns the display of different sized images (or videos) in the same place. Perhaps you are writing a dynamic gallery app that accepts user submissions. You can't guarantee that everyone will upload images of exactly the same aspect ratio, so what do you do? Letting the aspect ratio distort […]
URL: https://hacks.mozilla.org/2015/02/exploring-object-fit/

## 620. Embedding an HTTP Web Server in Firefox OS

Resumen: Nearing the end of last year, Mozilla employees were gathered together for a week of collaboration and planning. During that week, a group was formed to envision what the future of Firefox OS might be surrounding a more P2P-focused Web. In particular, we've been looking at harnessing technologies to collectively enable offline P2P connections such […]
URL: https://hacks.mozilla.org/2015/02/embedding-an-http-web-server-in-firefox-os/

## 621. Open Web Apps feedback: Consolidating our channels

Resumen: In August 2014 we announced the opening of a new feedback channel for web apps on UserVoice. It has led to some good discussions and here are a few highlights: This post showed the importance of the nascent FileSystem API. A suggestion about background services reinforced the need for something like the proposed BackgroundSync API. […]
URL: https://hacks.mozilla.org/2015/02/open-web-apps-feedback-consolidating-our-channels/

## 622. Introducing node-firefox

Resumen: NOTE: we presented this project last Sunday at FOSDEM, but not everyone could make it to Brussels, so here's a post explaining what node-firefox is and how can it help you superturbocharge your Firefox OS app development! At Mozilla we're always looking for ways in which we can make developers' lives easier. When aspiring app […]
URL: https://hacks.mozilla.org/2015/02/introducing-node-firefox/

## 623. BroadcastChannel API in Firefox 38

Resumen: Recently the BroadcastChannel API landed in Firefox 38. This API can be used for simple messaging between browser contexts that have the same user agent and origin. This API is exposed to both Windows and Workers and allows communication between iframes, browser tabs, and worker threads. The intent of the BroadcastChannel API is to provide […]
URL: https://hacks.mozilla.org/2015/02/broadcastchannel-api-in-firefox-38/

## 624. From Map/Reduce to JavaScript Functional Programming

Resumen: Since ECMAScript 5.1, Array.prototype.map & Array.prototype.reduce were introduced to major browsers. These two functions not only allow developers to describe a computation more clearly, but also to simplify the work of writing loops for traversing an array; especially when the looping code actually is for mapping the array to a new array, or for the […]
URL: https://hacks.mozilla.org/2015/01/from-mapreduce-to-javascript-functional-programming/

## 625. Project Silk

*Autor: Desconocido | Fecha: 2015-01-29T10:00:19-08:00*

Resumen: Editor's Note: An earlier version of this post appeared on Mason Chang's personal blog. For the past few months, I've been working on Project Silk which improves smoothness across the browser. Very much like Project Butter for Android, part of it is finally live on Firefox OS. Silk does three things: Align Painting with hardware […]

URL: https://hacks.mozilla.org/2015/01/project-silk/

## 626. The P2P Web: Wi-Fi Direct in Firefox OS

*Autor: Desconocido | Fecha: 2015-01-28T07:42:04-08:00*

Resumen: At Mozilla, we foresee that the future of the Web lies in its ability to connect people directly with multiple devices, without using the Internet. Many different technologies exist and are already implemented to allow peer-to-peer connections. Today is the first in a series of articles presenting these technologies. Let me introduce you to Wi-Fi […]

URL: https://hacks.mozilla.org/2015/01/the-p2p-web-wi-fi-direct-in-firefox-os/

## 627. Canvas 2D: New docs, Path2D objects, hit regions

*Autor: Desconocido | Fecha: 2015-01-27T06:49:28-08:00*

Resumen: Over the last year, a couple of new HTML Canvas 2D features were implemented in Firefox and other recent browsers, with the help of the Adobe Web platform team. Over on MDN, the documentation for Canvas 2D got a major update to reflect the current canvas standard and browser implementation status. Let's have a look […]

URL: https://hacks.mozilla.org/2015/01/canvas-2d-new-docs-path2d-hit-regions/

## 628. Web Animation tools, Network Security insights, Font Inspector improvements and more – Firefox Developer Tools Episode 37

*Autor: Desconocido | Fecha: 2015-01-20T06:40:54-08:00*

Resumen: A handful of bug fixes, improvements and some new features, of course, just landed in Firefox 37. Update your Firefox Developer Edition, or Nightly builds to try them out! Animation Inspector Panel A new API that's quickly gaining traction is the Web Animations API, allowing developers to construct more complex animations using web technologies, rather […]

URL: https://hacks.mozilla.org/2015/01/web-animation-tools-network-security-insights-font-inspector-improvements-and-more-firefox-developer-tools-episode-37/

## 629. 2014: Mozilla Hacks looks back

*Autor: Desconocido | Fecha: 2014-12-29T07:00:27-08:00*

Resumen: Wherever you live, it's a season of work holidays, school vacations, year-end blog posts, and lists. The Hacks blog will be back in early January 2015 to continue writing for developers about the products and technologies created by Mozilla and by builders of the Open Web around the world. In the (chronological) list below, we […]

URL: https://hacks.mozilla.org/2014/12/2014-mozilla-hacks-looks-back/

## 630. You can't go wrong watching JavaScript talks

*Autor: Desconocido | Fecha: 2014-12-22T12:09:01-08:00*

Resumen: Late last week, I was collecting suggestions for year-end Hacks blog posts. As she headed out for the winter holidays, apps engineer Soledad Penadés gifted me "a bunch of cool talks I watched this year." In fact, it's a curated collection of presentations from JSConf, JSConf

EU, and other recent developer conferences. Presenters include notable […]
URL: https://hacks.mozilla.org/2014/12/you-cant-go-wrong-watching-javascript-talks/


## 631. Pseudo elements, promise inspection, raw headers, and much more – Firefox Developer Edition 36

*Autor: Desconocido | Fecha: 2014-12-16T07:12:32-08:00*

Resumen: Firefox 36 was just uplifted to the Developer Edition channel, so let's take a look at the most important Developer Tools changes in this release. We will also cover some changes from Firefox 35 since it was released shortly before the initial Developer Edition announcement. There is a lot to talk about, so let's get […]

URL: https://hacks.mozilla.org/2014/12/pseudo-elements-promise-inspection-raw-headers-and-much-more-firefox-developer-edition-36/


## 632. Mozilla and Web Components: Update

*Autor: Desconocido | Fecha: 2014-12-15T06:00:33-08:00*

Resumen: Editor's note: Mozilla has a long history of participating in standards development. The post below shows a real-time slice of how standards are debated and adopted. The goal is to update developers who are most affected by implementation decisions we make in Firefox. We are particularly interested in getting feedback from JavaScript library and framework […]

URL: https://hacks.mozilla.org/2014/12/mozilla-and-web-components/


## 633. Introducing the JavaScript Internationalization API

*Autor: Desconocido | Fecha: 2014-12-11T14:06:35-08:00*

Resumen: Firefox 29 issued half a year ago, so this post is long overdue. Nevertheless I wanted to pause for a second to discuss the Internationalization API first shipped on desktop in that release (and passing all tests!). Norbert Lindenberg wrote most of the implementation, and I reviewed it and now maintain it. (Work by Makoto […]

URL: https://hacks.mozilla.org/2014/12/introducing-the-javascript-internationalization-api/


## 634. QuaggaJS – Building a barcode-scanner for the Web

*Autor: Desconocido | Fecha: 2014-12-10T08:45:25-08:00*

Resumen: Have your ever tried to type in a voucher code on your mobile phone or simply enter the number of your membership card into a web form? These are just two examples of time-consuming and error-prone tasks which can be avoided by taking advantage of printed barcodes. This is nothing new; many solutions exist for […]

URL: https://hacks.mozilla.org/2014/12/quaggajs-building-a-barcode-scanner-for-the-web/


## 635. Videos and Firefox OS

*Autor: Desconocido | Fecha: 2014-12-05T18:30:48-08:00*

Resumen: Before HTML5 Those were dark times Harry, dark times – Rubeus Hagrid Before HTML5, displaying video on the Web required browser plugins and Flash. Luckily, Firefox OS supports HTML5 video so we don't need to support these older formats. Video support on the Web Even though modern browsers support HTML5, the video formats they support […]

URL: https://hacks.mozilla.org/2014/12/videos-and-firefox-os/


## 636. Mozilla Hacks gets a new Editor

Resumen: Almost three and a half years ago I wrote my first article for Mozilla Hacks and have been the Editor since September 2012. As the face and caretaker of this blog for such a long time, having published 350 posts in two years, I want to take the opportunity to thank you all for reading, […]
URL: https://hacks.mozilla.org/2014/12/mozilla-hacks-gets-a-new-editor/

## 637. Firebug 3 & Multiprocess Firefox (e10s)

Resumen: Firebug 3 alpha was announced couple of weeks ago. This version represents the next generation of Firebug built on top of Firefox native developer tools. There are several reasons why having Firebug built on top of native developer tools in Firefox is an advantage — one of them is tight integration with the existing platform. […]
URL: https://hacks.mozilla.org/2014/12/firebug-3-multiprocess-firefox-e10s/

## 638. MetricsGraphics.js – a lightweight graphics library based on D3

Resumen: MetricsGraphics.js is a library built on top of D3 that is optimized for visualizing and laying out time-series data. It provides a simple way to produce common types of graphics in a principled and consistent way. The library supports line charts, scatterplots, histograms, barplots and data tables, as well as features like rug plots and […]
URL: https://hacks.mozilla.org/2014/12/metricsgraphics-js-a-lightweight-graphics-library-based-on-d3/

## 639. Save the Web – Be a Ford-Mozilla Open Web Fellow

Resumen: This is a critical time in the evolution of the Web. Its core ethos of being free and open is at risk with too little interoperability and threats to privacy, security, and expression from governments throughout the world. To protect the Web, we need more people with technical expertise to get involved at the policy […]
URL: https://hacks.mozilla.org/2014/11/save-the-web-be-a-ford-mozilla-open-web-fellow/

## 640. Visually Representing Angular Applications

Resumen: This article concerns diagrammatically representing Angular applications. It is a first step, not a fully figured out dissertation about how to visual specify or document Angular apps. And maybe the result of this is that I, with some embarrassment, find out that someone else already has a complete solution. My interest in this springs from […]
URL: https://hacks.mozilla.org/2014/11/visually-representing-angular-applications/

## 641. interact.js for drag and drop, resizing and multi-touch gestures

Resumen: interact.js is a JavaScript module for Drag and drop, resizing and multi-touch gestures with inertia and snapping for modern browsers (and also IE8+). Background I started it as part of my GSoC 2012 project for Biographer's network visualization tool. The tool was a web app which rendered to an SVG canvas and used jQuery UI […]
URL: https://hacks.mozilla.org/2014/11/interact-js-for-drag-and-drop-resizing-and-multi-touch-gestures/

## 642. jsDelivr and its open-source load balancing algorithm

*Autor: Desconocido | Fecha: 2014-11-11T07:44:34-08:00*

Resumen: This is a guest post by Dmitriy Akulov of jsDelivr. Recently I wrote about jsDelivr and what makes it unique where I described in detail about the features that we offer and how our system works. Since then we improved a lot of stuff and released even more features. But the biggest one is was […]

URL: https://hacks.mozilla.org/2014/11/jsdelivr-and-its-open-source-load-balancing-algorithm/

## 643. Mozilla Introduces the First Browser Built For Developers: Firefox Developer Edition

*Autor: Desconocido | Fecha: 2014-11-10T07:09:52-08:00*

Resumen: Developers are critical to the continued success of the Web. The content and apps they create compel us to come back to the Web every day, whether on a computer or mobile phone. In celebration of the 10th anniversary of Firefox, we're excited to unveil Firefox Developer Edition, the first browser created specifically for developers. […]

URL: https://hacks.mozilla.org/2014/11/mozilla-introduces-the-first-browser-built-for-developers-firefox-developer-edition/

## 644. NFC in Firefox OS

*Autor: Desconocido | Fecha: 2014-11-10T07:05:50-08:00*

Resumen: Firefox OS is being developed in an open collaboration with Mozilla's partners and community. In that spirit, and over the course of over a year, Mozilla and Deutsche Telekom (DT) teams worked closely together to develop a platform-level support for NFC within Firefox OS. During that time, both teams had regular product and engineering meet-ups […]

URL: https://hacks.mozilla.org/2014/11/nfc-in-firefox-os/

## 645. Flame Gets Developer Preview of Firefox OS 2.0

*Autor: Desconocido | Fecha: 2014-11-10T07:00:55-08:00*

Resumen: Flame owners will be pleased to hear that the latest 2.0 developer preview of Firefox OS is now available via an over the air update. This release includes six months worth of improvements to features, responsiveness, and stability. To get it, developers simply need to go to Settings -> Device Information -> System Updates -> […]

URL: https://hacks.mozilla.org/2014/11/flame-gets-developer-preview-of-firefox-os-2-0/

## 646. An easier way of using polyfills

*Autor: Desconocido | Fecha: 2014-11-06T06:07:26-08:00*

Resumen: Polyfills are a fantastic way to enable the use of modern code even while supporting legacy browsers, but currently using polyfills is too hard, so at the FT we've built a new service to make it easier. We'd like to invite you to use it, and help us improve it. More pictures, they said. So […]

URL: https://hacks.mozilla.org/2014/11/an-easier-way-of-using-polyfills/

## 647. Distributed On-the-Fly Image Processing and Open Source at Vimeo

*Autor: Desconocido | Fecha: 2014-11-05T09:59:06-08:00*

Resumen: When you think of Vimeo, you probably think of video — after all, it's what we do. However, we also have to handle creation and distribution a lot of images: thumbnails, user portraits, channel headers, and all the various awesome graphics around Vimeo, to name a few.

For a very long time, all of this […]
URL: https://hacks.mozilla.org/2014/11/distributed-on-the-fly-image-processing-and-open-source-at-vimeo/


## 648. Porting to Emscripten
*Autor: Desconocido | Fecha: 2014-11-04T05:58:04-08:00*
Resumen: Emscripten is an open-source compiler that compiles C/C++ source code into the highly optimizable asm.js subset of JavaScript. This enables running programs originally written for desktop environments in a web browser. Porting your game to Emscripten offers several benefits. Most importantly it enables reaching a far wider potential user base. Emscripten games work on any […]
URL: https://hacks.mozilla.org/2014/11/porting-to-emscripten/


## 649. Massive: The asm.js Benchmark
*Autor: Desconocido | Fecha: 2014-11-03T01:00:04-08:00*
Resumen: asm.js is a subset of JavaScript that is very easy to optimize. Most often it is generated by a compiler, such as Emscripten, from C or C++ code. The result can run at very high speeds, close to that of the same code compiled natively. For that reason, Emscripten and asm.js are useful for things […]
URL: https://hacks.mozilla.org/2014/11/massive-the-asm-js-benchmark/


## 650. Introducing SIMD.js
*Autor: Desconocido | Fecha: 2014-10-30T08:07:45-07:00*
Resumen: SIMD stands for Single Instruction Multiple Data, and is the name for performing operations on multiple data elements together. For example, a SIMD add instruction can add multiple values, in parallel. SIMD is a very popular technique for accelerating computations in graphics, audio, codecs, physics simulation, cryptography, and many other domains. In addition to delivering […]
URL: https://hacks.mozilla.org/2014/10/introducing-simd-js/


## 651. SVG & colors in OpenType fonts
*Autor: Desconocido | Fecha: 2014-10-23T05:34:27-07:00*
Resumen: Prolog Until recently having more than one color in a glyph of a vector font was technically not possible. Getting a polychrome letter required multiplying the content for every color. Like it happened with many other techniques before, it took some time for digital type to overcome the constraints of the old technique. When printing […]
URL: https://hacks.mozilla.org/2014/10/svg-colors-in-opentype-fonts/


## 652. The Visibility Monitor supported by Gaia
*Autor: Desconocido | Fecha: 2014-10-22T06:04:06-07:00*
Resumen: With the booming ultra-low-price device demands, we have to more carefully calculate about each resource of the device, such as CPU, RAM, and Flash. Here I want to introduce the Visibility Monitor which has existed for a long time in Gaia. Origin The Visibility Monitor originated from the Gallery app of Gaia and appeared in […]
URL: https://hacks.mozilla.org/2014/10/the-visibility-monitor-supported-by-gaia/


## 653. New on MDN: Sign in with Github!

Resumen: MDN now gives users more options for signing in! Signing in to MDN previously required a Mozilla Persona account. Getting a Persona account is free and easy, but MDN analytics showed a steep drop-off at the "Sign in with Persona" interface. For example, almost 90% of signed-out users who clicked "Edit" never signed in, which […]
URL: https://hacks.mozilla.org/2014/10/new-on-mdn-sign-in-with-github/


## 654. Creating a mobile app from a simple HTML site

Resumen: This article is a simple tutorial designed to teach you some fundamental skills for creating cross platform web applications. You will build a sample School Plan app, which will provide a dynamic "app-like" experience across many different platforms and work offline. It will use Apache Cordova and Mozilla's Brick web components. The story behind the […]
URL: https://hacks.mozilla.org/2014/10/creating-a-mobile-app-from-a-simple-html-site/


## 655. Passwordless authentication: Secure, simple, and fast to deploy

Resumen: Passwordless is an authentication middleware for Node.js that improves security for your users while being fast and easy to deploy. The last months were very exciting for everyone interested in web security and privacy: Fantastic articles, discussions, and talks but also plenty of incidents that raised awareness. Most websites are, however, still stuck with the […]
URL: https://hacks.mozilla.org/2014/10/passwordless-authentication-secure-simple-and-fast-to-deploy/


## 656. Unity games in WebGL: Owlchemy Labs' conversion of Aaaaa! to asm.js

Resumen: You may have seen the big news today, but for those who've been living in an Internet-less cave, starting today through October 28 you can check out the brand spankin' new Humble Mozilla Bundle. The crew here at Owlchemy Labs were given the unique opportunity to work closely with Unity, maker of the leading cross-platform […]
URL: https://hacks.mozilla.org/2014/10/unity-games-in-webgl-owlchemy-labs-conversion-of-aaaaa-to-asm-js/


## 657. Blend4Web: the Open Source Solution for Online 3D

Resumen: Half year ago Blend4Web was first released publicly. In this article I'll show what Blend4Web is, how it is evolved and and how it can be used for web development. What Is Blend4Web? In short, Blend4Web is an open source framework for creating 3D web applications. It uses Blender – the popular open source 3D […]
URL: https://hacks.mozilla.org/2014/10/blend4web-the-open-source-solution-for-online-3d/


## 658. The Missing SDK For Hybrid App Development

Resumen: Hybrid vs. native: The debate has gone on, and will go on, for ages. Each form of app development has its pros and cons, and an examination of the key differences between the two methods reveals that a flat correlation is like comparing apples to oranges. Many hybrid app developers understand that they're not starting […]
URL: https://hacks.mozilla.org/2014/10/the-missing-sdk-for-hybrid-app-development/

## 659. Matchstick Brings Firefox OS to Your HDTV: Be the First to get a Developer Stick

*Autor: Desconocido | Fecha: 2014-09-30T07:00:41-07:00*

Resumen: The first HDMI streaming stick powered by Firefox OS has arrived. It's called Matchstick and we're looking for your help to create apps for this new device. Background Matchstick stems from a group of coders that spent way too much time mired in the guts of platforms such as Boot to Gecko, XBMC, and Boxee. […]

URL: https://hacks.mozilla.org/2014/09/matchstick-brings-firefox-os-to-your-hdtv-be-the-first-to-get-a-developer-stick/

## 660. Generational Garbage Collection in Firefox

*Autor: Desconocido | Fecha: 2014-09-25T10:30:48-07:00*

Resumen: Generational garbage collection (GGC) has now been enabled in the SpiderMonkey JavaScript engine in Firefox 32. GGC is a performance optimization only, and should have no observable effects on script behavior. So what is it? What does it do? GGC is a way for the JavaScript engine to collect short-lived objects faster. Say you have […]

URL: https://hacks.mozilla.org/2014/09/generational-garbage-collection-in-firefox/

## 661. Low price smartphones – memory management and optimization on Firefox OS

*Autor: Desconocido | Fecha: 2014-09-19T04:44:44-07:00*

Resumen: We know how to generate memory a footprint to debug memory leaks and to prevent abusing memory resources. Now, we would like to introduce the memory management and optimizations under the limited memory resources on Firefox OS. How to get more memory on Firefox OS? There are three types of events which can get more […]

URL: https://hacks.mozilla.org/2014/09/low-price-smartphones-memory-management-and-optimization-on-firefox-os/

## 662. Introducing fxpay for in-app payments

*Autor: Desconocido | Fecha: 2014-09-17T14:56:33-07:00*

Resumen: A while ago Mozilla announced navigator.mozPay() for accepting payments on Firefox OS. This was our first step toward helping developers do commerce on the web. It solved the problem of processing payments but what about the rest? Today we're announcing an early peek at fxpay, a library for the rest of what you need as […]

URL: https://hacks.mozilla.org/2014/09/introducing-fxpay-for-in-app-payments/

## 663. WebIDE, Storage inspector, jQuery events, iframe switcher + more – Firefox Developer Tools Episode 34

*Autor: Desconocido | Fecha: 2014-09-16T09:02:13-07:00*

Resumen: A new set of Firefox Developer Tools features has just been uplifted to the Aurora channel. These features are available right now in Aurora, and will be in the Firefox 34 release in November. This release brings new tools (storage inspector, WebIDE), an updated profiler, and handy enhancements to the existing tools: WebIDE WebIDE, a […]

URL: https://hacks.mozilla.org/2014/09/webide-storage-inspector-jquery-events-iframe-switcher-more-firefox-developer-tools-episode-34/

## 664. Single Div Drawings with CSS

Resumen: Why A Single Div? In May of 2013 I attended CSSConf and saw Lea Verou speak about the humble border-radius. It was an eye-opening talk and I realized there was much about CSS behavior I did not fully understand. This reminded me of my time as a fine arts student where I was constantly pushed […]
URL: https://hacks.mozilla.org/2014/09/single-div-drawings-with-css/

## 665. Firefox Add-on Enables Web Development Across Browsers and Devices
Resumen: Developing across multiple browsers and devices is the main issue developers have when building applications. Wouldn't it be great to debug your app across desktop, Android and iOS with one tool? We believe the Web is powerful enough to offer a Mobile Web development solution that meets these needs! Enter an experimental Firefox add-on called […]
URL: https://hacks.mozilla.org/2014/09/firefox-tools-adapter/

## 666. 350 posts on Hacks in 2 years!
Resumen: Two years ago, we made a number of changes to the Mozilla Hacks blog. Since then we've had over three million unique visitors and 350 quality posts in just less than two years – almost one every second day! Part of these changes included: A clear focus on learning about the Open Web & open […]
URL: https://hacks.mozilla.org/2014/09/350-posts-on-hacks-in-2-years/

## 667. Enabling Voice Input into the Open Web and Firefox OS
Resumen: With the advent of smartphones triggered by iPhone in 2007, Touch became the primary mode of input for interacting with these devices. And now with the advent of wearables (and other hands-free technologies that existed before), Voice is becoming another key method of input. The possibilities of experiences Voice Input enables are huge, to say […]
URL: https://hacks.mozilla.org/2014/09/enabling-voice-input-into-the-open-web-and-firefox-os/

## 668. Webapplate – Maintainable web app template for Firefox OS and Chrome Apps
Resumen: There are many powerful tools and technologies surrounding the Web, and we can reuse them to develop cross platform mobile and desktop apps, especially in light of installable apps appearing on platforms such as Firefox OS. This article looks at the best way to do this, and presents Webapplate, a powerful new template to help […]
URL: https://hacks.mozilla.org/2014/09/webapplate-maintainable-web-app-template-for-firefox-os-and-chrome-apps/

## 669. Introducing Blast.js
Resumen: After releasing Velocity.js, a highly performant web animation engine, I wanted to leverage that power for typographic manipulation. The question soon arose, How could I animate one letter, one word, or one sentence at a time without bloating my HTML with wrapper elements? If I could figure this out, I could create beautiful typographic animation […]
URL: https://hacks.mozilla.org/2014/09/introducing-blast-js/

## 670. PhoneGap Developer App preview for Firefox OS

*Autor: Desconocido | Fecha: 2014-09-02T09:56:17-07:00*

Resumen: The cross-platform team at Mozilla is always looking for ways to improve how developers build apps with open web standards. We consider Cordova and PhoneGap to be great tools to achieve that. We are excited to work on improving support for PhoneGap by getting the PhoneGap Developer App into Firefox OS. The PhoneGap Developer App […]
URL: https://hacks.mozilla.org/2014/09/phonegap-developer-app-preview-for-firefox-os/

## 671. Black Box Driven Development in JavaScript

*Autor: Desconocido | Fecha: 2014-08-27T06:03:46-07:00*

Resumen: Sooner or later every developer finds the beauty of the design patterns. Also, sooner or later the developer finds that most of the patterns are not applicable in their pure format. Very often we use variations. We change the well-known definitions to fit in our use cases. I know that we (the programmers) like buzzwords. […]
URL: https://hacks.mozilla.org/2014/08/black-box-driven-development-in-javascript/

## 672. Building Interactive HTML5 Videos

*Autor: Desconocido | Fecha: 2014-08-26T05:47:41-07:00*

Resumen: The HTML5 <video> element makes embedding videos into your site as easy as embedding images. And since all major browsers support <video> since 2011, it's also the most reliable way to get your moving pictures seen by people. A more recent addition to the HTML5 family is the <track> element. It's a sub-element of <video>, […]
URL: https://hacks.mozilla.org/2014/08/building-interactive-html5-videos/

## 673. Launching Open Web Apps feedback channels – help us make the web better!

*Autor: Desconocido | Fecha: 2014-08-20T09:16:33-07:00*

Resumen: About three months ago we launched a feedback channel for the Firefox Developer Tools, and since it was a great success, we're happy announce a new one for Open Web Apps! For Developer Tools, we have, and keep on getting, excellent suggestions at http://mzl.la/devtools, which has lead to features coming from ideas there being implemented […]
URL: https://hacks.mozilla.org/2014/08/launching-open-web-apps-feedback-channels-help-us-make-the-web-better/

## 674. Browserify and Gulp with React

*Autor: Desconocido | Fecha: 2014-08-19T09:09:32-07:00*

Resumen: The JS world moves quickly, and nowadays, there're some new kids around the block. Today, we'll explore Browserify, Gulp, and React and see whether they'd sound suitable for our projects. You might have heard of them but not have had the time to check them out. So we'll look at the advantages and disadvantages of […]
URL: https://hacks.mozilla.org/2014/08/browserify-and-gulp-with-react/

## 675. Time to get hacking – Introducing Rec Room

*Autor: Desconocido | Fecha: 2014-08-18T04:48:48-07:00*

Resumen: It's no secret that the best frameworks and tools are extracted, not created out of thin air. Since launching Firefox OS, Mozilla has been approached by countless app developers and web developers with a simple question: "How do I make apps for Firefox OS?" The answer: "It's the web; use existing web technologies." was—and still […]

## 676. Videos: getting started with your Flame device

*Autor: Desconocido | Fecha: 2014-08-14T07:54:36-07:00*

Resumen: The Flame Developer reference phone is currently on its way to developers who either are Mozillians, bought them or have created apps for it. You can buy the flame device online at everbuying, for $170 including postage and packing and world-wide delivery. There is no contract and not obligation to a mobile provider. This is […]

## 677. Programming games in the browser

*Autor: Desconocido | Fecha: 2014-08-13T07:22:55-07:00*

Resumen: A programming game is a computer game where two or more programs compete with each other. What are the basic requirements for programming games and can they be realized in browsers? With JavaScript? 4 basic claims There are 4 basic claims. Competing programs: must run isolated from the main program. must communicate with the main […]

## 678. How can we write better software? – Interview series, part 2 with Brian Warner

*Autor: Desconocido | Fecha: 2014-08-12T07:16:22-07:00*

Resumen: This is part 2 of a new Interview series here at Mozilla Hacks. "How can we, as developers, write more superb software?" A simple question without a simple answer. Writing good code is hard, even for developers with years of experience. Luckily, the Mozilla community is made up of some of the best development, QA […]

## 679. Building the Firefox browser for Firefox OS

*Autor: Desconocido | Fecha: 2014-08-07T07:31:50-07:00*

Resumen: As soon as the Boot to Gecko (B2G) project was announced in July 2011 I knew it something I wanted to contribute to. I'd already been working on the idea of a browser based OS for a while but it seemed Mozilla had the people, the technology and the influence to build something truly disruptive. […]

## 680. Using mozjpeg to Create Efficient JPEGs

*Autor: Desconocido | Fecha: 2014-08-06T08:00:09-07:00*

Resumen: The mozjpeg project recently released version 2.1. It aims to improve the efficiency of JPEG encoding over existing encoders while maintaining compatibility with the vast majority of existing decoders. I'd like to explain how you can use this software to reduce the size of your JPEGs. Specifically, I'm going to go over usage of mozjpeg's […]

## 681. Turn your Facebook page into a Firefox OS mobile app

*Autor: Desconocido | Fecha: 2014-08-06T01:05:06-07:00*

Resumen: Whether you are a business or community page owner, what would be better than

increasing your page reachability by offering your standalone mobile app? Apptuter is an open source framework to help you achieve that, with minimum coding knowledge and easy to follow steps you would be able to produce your own app. The framework […]
URL: https://hacks.mozilla.org/2014/08/turn-your-facebook-page-into-a-firefox-os-mobile-app/

## 682. JavaScript Error- and XHR Log Recording With Every Bug Report

*Autor: Desconocido | Fecha: 2014-08-05T01:31:04-07:00*
Resumen: Let's start with a story. A user story: A friend of mine called me in the middle of the day with a very strange request. He told me "Could you come over and help me to fill-in a form". I was surprised as filling forms is the easiest thing to do online, isn't it? Even […]
URL: https://hacks.mozilla.org/2014/08/javascript-error-and-xhr-log-recording-with-every-bug-report/

## 683. Building applications for Firefox OS using AngularJS

*Autor: Desconocido | Fecha: 2014-07-30T05:36:28-07:00*
Resumen: When you start developing for Firefox OS you might be underwhelmed by the tools that are provided. There is no standard UI toolkit, or a JavaScript framework that all apps build on. This is not a situation that's inherently bad because in essence Firefox OS is the web; and thus gives you complete freedom in […]
URL: https://hacks.mozilla.org/2014/07/building-applications-for-firefox-os-using-angularjs/

## 684. Event listeners popup, @media sidebar, Cubic bezier editor + more – Firefox Developer Tools Episode 33

*Autor: Desconocido | Fecha: 2014-07-29T08:59:50-07:00*
Resumen: A new set of Firefox Developer Tools features has just been uplifted to the Aurora channel. These features are available right now in Aurora, and will be in the Firefox 33 release in October. This release brings many new additions, especially to the Inspector tool: Event listeners popup Any node with a JavaScript event listener […]
URL: https://hacks.mozilla.org/2014/07/event-listeners-popup-media-sidebar-cubic-bezier-editor-more-firefox-developer-tools-episode-33/

## 685. Building Firefox Hub Add-ons for Firefox for Android

*Autor: Desconocido | Fecha: 2014-07-24T08:45:29-07:00*
Resumen: The Firefox Hub APIs allow add-ons to add new panels to the Firefox for Android home page, where users normally find their top sites, bookmarks and history. These APIs were introduced in Firefox 30, but there are more features and bug fixes in Firefox 31 and 32. You can already find some of these add-ons […]
URL: https://hacks.mozilla.org/2014/07/building-firefox-hub-add-ons-for-firefox-for-android/

## 686. Resources for HTML5 game developers

*Autor: Desconocido | Fecha: 2014-07-22T07:58:07-07:00*
Resumen: Today we released Firefox 31 and it offers a couple of new features that help HTML5 game developers to code and debug sophisticated games. In addition Mozilla blogged about the first commercial games leveraging asm.js, Dungeon Defenders Eternity and Cloud Raiders both of which were cross-compiled in to JavaScript using the Emscripten compiler. Games like […]
URL: https://hacks.mozilla.org/2014/07/resources-for-html5-game-developers/

## 687. How can we write better software? – Interview series, part 1 with Fernando Jimenez Moreno

*Autor: Desconocido | Fecha: 2014-07-16T09:08:03-07:00*

Resumen: Do you ever look code and murmur a string of "WTFs?" Yeah, me too. As often as not, the code is my own. I have spent my entire professional career trying to write software that I can be proud of. Writing software that "works" is difficult. Writing software that works while also being bug-free, readable, […]

URL: https://hacks.mozilla.org/2014/07/how-can-we-write-better-software-interview-series-part-1/

## 688. Adding captions and subtitles to HTML5 video

*Autor: Desconocido | Fecha: 2014-07-10T05:04:09-07:00*

Resumen: This article is also available on MDN. With the introduction of the <video> and <audio> elements to HTML5, we finally have a native way to add video and audio to our websites. We also have a JavaScript API that allows us to interact with this media content in different ways, be it writing our own […]

URL: https://hacks.mozilla.org/2014/07/adding-captions-and-subtitles-to-html5-video/

## 689. Mozilla at conferences – June edition

*Autor: Desconocido | Fecha: 2014-07-03T08:29:19-07:00*

Resumen: Welcome to a quick round-up of what Mozillians have been talking about at events in and around June. Frédéric Harper spoke at Devoxx UK about "Getting the best out of your design with responsive web design" Robert Nyman spoke at JSCamp Romania about "Five stages of development (slides – video)" David Baron spoke at CSS […]

URL: https://hacks.mozilla.org/2014/07/mozilla-at-conferences-june-edition/

## 690. ServiceWorkers and Firefox

*Autor: Desconocido | Fecha: 2014-06-25T18:04:35-07:00*

Resumen: Since early 2013, Mozillians have been involved with the design of the Service Worker. Thanks to work by Google, Samsung, Mozilla, and others, this exciting new feature of the web platform has evolved to the point that it is being implemented in various web browser engines. What are Service Workers? At their simplest, Service Workers […]

URL: https://hacks.mozilla.org/2014/06/serviceworkers-and-firefox/

## 691. WebIDE Lands in Nightly

*Autor: Desconocido | Fecha: 2014-06-23T08:18:11-07:00*

Resumen: Editor's note: if you want to help test it on a recent nightly you can toggle the devtools.webide.enabled preference in about:config. The WebIDE is available today under Tools>Web Developer>App Manager and will be renamed in tomorrow's Nightly into WebIDE. If you've been following our Developer Tools series on the Mozilla Hacks blog, you've seen the […]

URL: https://hacks.mozilla.org/2014/06/webide-lands-in-nightly/

## 692. What's new in Cordova 3.5.0 for Firefox OS

*Autor: Desconocido | Fecha: 2014-06-19T09:59:25-07:00*

Resumen: The Cordova community recently released version 3.5.0 of the tools. This version includes some exciting improvements to the Firefox OS development workflow. Before we dive into the new features, make sure you have the latest version by running: $ sudo npm install -g cordova $ sudo npm install -g plugman Now that we're all set […]

URL: https://hacks.mozilla.org/2014/06/whats-new-in-cordova-3-5-0-for-firefox-os/

## 693. Breaking the Borders of IndexedDB

*Autor: Desconocido | Fecha: 2014-06-19T07:28:05-07:00*

Resumen: In this article I want to share with you how to do some cool IndexedDB queries that aren't 'possible' out of the box unless you add some 'tricks'. The algorithms I'm going to show, except the 'full-text-search' one, were invented by me while I was writing on the open source javascript library Dexie.js. Some of […]

URL: https://hacks.mozilla.org/2014/06/breaking-the-borders-of-indexeddb/

## 694. Introducing the Web Audio Editor in Firefox Developer Tools

*Autor: Desconocido | Fecha: 2014-06-18T10:18:02-07:00*

Resumen: In Firefox 32, the Web Audio Editor joins the Shader Editor and Canvas Debugger in Firefox Developer Tools for debugging media-rich content on the web. When developing HTML5 games or fun synthesizers using web audio, the Web Audio Editor assists in visualizing and modifying all of the audio nodes within the web audio AudioContext. Visualizing […]

URL: https://hacks.mozilla.org/2014/06/introducing-the-web-audio-editor-in-firefox-developer-tools/

## 695. Toolbox, Inspector & Scratchpad improvements – Firefox Developer Tools Episode 32

*Autor: Desconocido | Fecha: 2014-06-17T08:16:01-07:00*

Resumen: Firefox 32 was just uplifted to the Aurora release channel, so let's take a look at the most important Developer Tools changes in this release. First, we would like to thank all 41 people who contributed patches to DevTools this release! Here is a list of all DevTools bugs resolved for Firefox 32. Toolbox We'll […]

URL: https://hacks.mozilla.org/2014/06/toolbox-inspector-scratchpad-improvements-firefox-developer-tools-episode-32/

## 696. Firefox OS Apps run on Android

*Autor: Desconocido | Fecha: 2014-06-12T09:28:00-07:00*

Resumen: At Mozilla we believe that apps and browsing are best viewed as cooperative and symbiotic, each better when working together. We are working to strengthen that relationship by building an apps ecosystem that is built using the Web technologies that so many developers are already familiar with. We built Firefox OS as a mobile OS […]

URL: https://hacks.mozilla.org/2014/06/firefox-os-apps-run-on-android/

## 697. Testing Your Native Android App

*Autor: Desconocido | Fecha: 2014-06-12T02:22:03-07:00*

Resumen: It's an interesting time to be a web developer! For years Apps have been eating the web and now we are seeing the Web eat the OS. Mozilla is pushing for a world where you can write standards-based, Open Web Apps. These apps should install as native apps and just work, regardless of the platform. […]

URL: https://hacks.mozilla.org/2014/06/testing-your-native-android-app/

## 698. Stack Overflow Dashboard – check engagement, metrics and more

*Autor: Desconocido | Fecha: 2014-06-11T05:40:42-07:00*

Resumen: Recently I put together a little Mozilla tags on Stack Overflow dashboard to check the engagement and numbers for the tags we sponsor. I liked the idea and wanted to create a general purpose dashboard for Stack Overflow, and share the feature, code and thinking with you. Features Numbers and developer behavior are always interesting […]
URL: https://hacks.mozilla.org/2014/06/stack-overflow-dashboard-check-engagement-metrics-and-more/

## 699. Easy audio capture with the MediaRecorder API
*Autor: Desconocido | Fecha: 2014-06-10T23:15:37-07:00*
Resumen: The MediaRecorder API is a simple construct, used inside Navigator.getUserMedia(), which provides an easy way of recording media streams from the user's input devices and instantly using them in web apps. This article provides a basic guide on how to use MediaRecorder, which is supported in Firefox Desktop/Mobile 25, and Firefox OS 2.0. What other […]
URL: https://hacks.mozilla.org/2014/06/easy-audio-capture-with-the-mediarecorder-api/

## 700. PlayCanvas Goes Open Source
*Autor: Desconocido | Fecha: 2014-06-04T05:00:31-07:00*
Resumen: This is a guest post by Will Eastcott of the PlayCanvas engine. As outlined in What Mozilla Hacks is, we constantly cover interesting information about open source and the Open Web, both from external as well as Mozilla authors, so feel free to share with us! On March 22nd 2011, Mozilla released Firefox 4.0 which […]
URL: https://hacks.mozilla.org/2014/06/playcanvas-goes-open-source/

## 701. Introducing webcompat.com
*Autor: Desconocido | Fecha: 2014-06-03T06:20:17-07:00*
Resumen: For the past few months a small group of contributors inside and outside of Mozilla have been working on webcompat.com. We just recently celebrated moving past the "too broken to share" milestone to the "functional-under-construction.gif" milestone of the project and are eager to share what we've been up to. There's a more elaborate description of […]
URL: https://hacks.mozilla.org/2014/06/introducing-webcompat-com/

## 702. Build Your Next App With a Flame
*Autor: Desconocido | Fecha: 2014-05-29T06:46:37-07:00*
Resumen: Update:This program is now closed. We are no longer accepting new "phones for apps" proposals for Apps on a Flame. The form to submit is no longer available. Thanks for all the great apps built or ported for Firefox OS. If you're still working on an app, we can't wait to see it live in […]
URL: https://hacks.mozilla.org/2014/05/build-your-next-app-with-a-flame/

## 703. App Framework and Firefox OS
*Autor: Desconocido | Fecha: 2014-05-28T08:56:03-07:00*
Resumen: Intel's App Framework is an open source, MIT licensed, cross platform HTML5 framework for building mobile applications. It is hosted on GitHub where you can contribute to the project, especially the Firefox OS theme. App Framework is comprised of three main areas. Query selector library UI/UX library Plugins The query selector library implements a subset […]
URL: https://hacks.mozilla.org/2014/05/app-framework-and-firefox-os/

## 704. Pre-orders start today for Flame, the Firefox OS developer phone

*Autor: Desconocido | Fecha: 2014-05-27T08:12:02-07:00*

Resumen: Update 2014-07-15: The pre-order period has ended and the Flame is now available as a standard order, with shipping in 7-10 days. The Firefox OS Flame reference device that we announced at end of February is now available for pre-order at everbuying.com for $170 including free shipping. Pre-order now. To standardize the design, development, and […]
URL: https://hacks.mozilla.org/2014/05/flame-firefox-os-developer-phone/


## 705. Treat Open Source Like a Startup

*Autor: Desconocido | Fecha: 2014-05-22T07:59:45-07:00*

Resumen: What am I getting myself into? I was never an open source contributor. I had never even filed a GitHub issue. I considered myself an entrepreneur who simply happened to be technical. But when the startup I wanted to build needed something that didn't exist, I followed an unprecedented whim and paused everything I was working […]
URL: https://hacks.mozilla.org/2014/05/open-source-marketing-with-velocityjs/


## 706. Creating a Multiplayer Game with TogetherJS and CreateJS

*Autor: Desconocido | Fecha: 2014-05-21T08:52:47-07:00*

Resumen: Bubble Hell Duel is a multiplayer HTML5 dogfighting game. The object of the game is to dodge bubbles launched from your opponent while returning fire. This game was written mainly as a prototype for learning and the source code is available on GitHub. You can try the game out in single or multiplayer here. Currently […]
URL: https://hacks.mozilla.org/2014/05/creating-a-multiplayer-game-with-togetherjs-and-createjs/


## 707. Developer Tools feedback channels, one week in

*Autor: Desconocido | Fecha: 2014-05-15T08:47:41-07:00*

Resumen: Editor's Note: Thanks to everyone who took the time to share constructive feedback and ideas for Firefox Devtools via our UserVoice channel. This forum is no longer available. We've decided to move the conversation over to the mozilla.dev.developer-tools Google group, where the conversation is lively, and Firefox DevTools team members are available to answer questions […]
URL: https://hacks.mozilla.org/2014/05/developer-tools-feedback-channels-one-week-in/


## 708. Reconciling Mozilla's Mission and W3C EME

*Autor: Desconocido | Fecha: 2014-05-14T10:02:53-07:00*

Resumen: May 19 Update: We've added an FAQ below the text of the original post to address some of the questions and comments Mozilla has received regarding EME. With most competing browsers and the content industry embracing the W3C EME specification, Mozilla has little choice but to implement EME as well so our users can continue […]
URL: https://hacks.mozilla.org/2014/05/reconciling-mozillas-mission-and-w3c-eme/


## 709. Introducing TranslationTester and localization support for Open Web Apps

*Autor: Desconocido | Fecha: 2014-05-13T09:03:24-07:00*

Resumen: When building Open Web Apps, one important factor is to make your content available to as many possible, and one way to do that is to make it available in more than one language. Therefore we want to make it as easy as possible for you, both with a complete code repository to get started […]

## 710. How fast is PDF.js?

*Autor: Desconocido | Fecha: 2014-05-08T09:00:43-07:00*

Resumen: Hi, my name is Thorben and I work at Opera Software in Oslo, not at Mozilla. So, how did I end up writing for Mozilla Hacks? Maybe you know that there is no default PDF viewer in the Opera Browser, something we would like to change. But how to include one? Buy it from Adobe […]

## 711. Editable box model, multiple selection, Sublime Text keys + much more – Firefox Developer Tools Episode 31

*Autor: Desconocido | Fecha: 2014-05-07T09:29:41-07:00*

Resumen: A new set of the Firefox Developer Tools features has just been uplifted to the Aurora channel. These features are available right now in Aurora, and will be in the Firefox 31 release in July. This release brings new tools, editor improvements, console and inspector features: Editable box model The Box Model tab in the […]

## 712. Launching feedback channels – let us know your ideas for Firefox Developer Tools

*Autor: Desconocido | Fecha: 2014-05-06T09:02:00-07:00*

Resumen: Editor's Note: Thanks to everyone who took the time to share constructive feedback and ideas for Firefox Devtools via our UserVoice channel. This forum is no longer available. We've decided to move the conversation over to the mozilla.dev.developer-tools Google group, where the conversation is lively, and Firefox DevTools team members are available to answer questions […]

## 713. asm.js performance improvements in the latest version of Firefox make games fly!

*Autor: Desconocido | Fecha: 2014-05-05T07:00:04-07:00*

Resumen: The latest version of Firefox which launched last week includes a major update to the user interface as well as to features like Sync. Another area in which this release brings significant improvements is in asm.js performance, which as we will see below is very important for things like games. To put that aspect of […]

## 714. Mozilla hits one million bugs – thanks for making the Web better with us

*Autor: Desconocido | Fecha: 2014-04-25T11:29:32-07:00*

Resumen: We passed a significant milestone on Wednesday. Mozilla's installation of the Bugzilla bug-tracking software reached the landmark of bug number 1,000,000. Our Bugzilla installation has been running since Mozilla started in 1998, and tracked bugs, issues, enhancement requests, work projects and almost any other kind of task, across the whole

breadth of Mozilla. There are […]
URL: https://hacks.mozilla.org/2014/04/mozilla-hits-one-million-bugs-thanks-for-making-the-web-better-with-us/

## 715. Take the Developer Economics 7th Global Survey

*Autor: Desconocido | Fecha: 2014-04-24T05:42:23-07:00*

Resumen: I've always preferred to think of myself as anything but a Marketer. In business school, there was a clear hierarchy assigned to the functional classifications amongst us. At the very top sat the investment bankers, commanding the most respect and highest paying job offers. And always at the very bottom the Marketing folks groveled, earning […]
URL: https://hacks.mozilla.org/2014/04/take-the-developer-economics-7th-global-survey/

## 716. What Mozilla Hacks is

*Autor: Desconocido | Fecha: 2014-04-23T01:43:39-07:00*

Resumen: With the Mozilla moniker, many people believe that the Hacks blog is only about Mozilla products or news. Therefore, I wanted to take the chance to enlighten you and also invite you to be a part of creating content here. What we cover here The goal and objective of Mozilla Hacks is to be one […]
URL: https://hacks.mozilla.org/2014/04/what-mozilla-hacks-is/

## 717. Firefox OS App Workshop Prague

*Autor: Desconocido | Fecha: 2014-04-21T10:59:27-07:00*

Resumen: Update:This event will be rescheduled for Autumn 2014. We are designing the workshop with a new regional focus and aim to re-open the invitation request form with a confirmed date and venue before the summer starts. Please stay tuned here on the Hacks blog. Back in March, Mozilla tech evangelist Frédéric Harper visited Prague in […]
URL: https://hacks.mozilla.org/2014/04/firefox-os-app-workshop-prague/

## 718. HTML out of the Browser

*Autor: Desconocido | Fecha: 2014-04-17T01:39:43-07:00*

Resumen: Amongst my friends, I'm known as something of a Star Wars nerd. My longtime nick has been cfjedimaster (a combination of two passions, the other being ColdFusion), I work in a room packed to the gills with Star Wars toys, and I've actually gotten inked up twice now with Star Wars tats. That being said, […]
URL: https://hacks.mozilla.org/2014/04/html-out-of-the-browser/

## 719. Powerful tools for developing Web Apps

*Autor: Desconocido | Fecha: 2014-04-15T08:58:05-07:00*

Resumen: In the recent years, web development changed drastically. The emergence of the mobile web and the new form factor of smart phones created the demand for different solutions than the former desktop-only web. Since then a lot of frameworks and tools have been created, with new ones being added almost weekly. Now, we web developers […]
URL: https://hacks.mozilla.org/2014/04/powerful-tools-for-developing-web-apps/

## 720. Introducing PredictionIO

*Autor: Desconocido | Fecha: 2014-04-10T05:38:55-07:00*

Resumen: PredictionIO is an open source machine learning server for software developers to

create predictive features, such as personalization, recommendation and content discovery. Building a production-grade engine to predict users' preferences and personalize content for them used to be time-consuming. Not anymore with PredictionIO's latest v0.7 release. We are going to show you how PredictionIO streamlines […]
URL: https://hacks.mozilla.org/2014/04/introducing-predictionio/

## 721. Measuring power consumption on phones
*Autor: Desconocido | Fecha: 2014-04-08T02:12:20-07:00*
Resumen: While learning about and measuring what happens on phones, we're learned a great deal around power consumption. Therefore we want to share some learnings and what have resulted in the FxOS Powertool! Introducing the FxOS Powertool! With the FxOS Powertool!, we can optimize apps for power consumption, but also verify and fix bugs related to […]
URL: https://hacks.mozilla.org/2014/04/measuring-power-consumption-on-phones/

## 722. Coordinate Conversion Made Easy – the power of GeometryUtils
*Autor: Desconocido | Fecha: 2014-04-03T06:14:36-07:00*
Resumen: In a previous post we introduced the GeometryUtils interface and the getBoxQuads() API for retrieving the CSS box geometry of a DOM node. GeometryUtils also takes care of another important problem: converting coordinates reliably from one DOM node to another. For example, you might want to find the bounding-box of one element relative to another […]
URL: https://hacks.mozilla.org/2014/04/coordinate-conversion-made-easy/

## 723. Rormix – Discover Emerging Music Videos with Firefox OS
*Autor: Desconocido | Fecha: 2014-04-02T05:54:50-07:00*
Resumen: Rormix is a platform for discovering emerging music videos. Music videos are tagged by genre and similar commercial artists, making it easy to discover new music videos. The Rormix app was made using PhoneGap and released on iOS and Android. Development took just over a month from the first line of code, to the app […]
URL: https://hacks.mozilla.org/2014/04/rormix-discover-emerging-music-videos-with-firefox-os/

## 724. Inside the Party Bus: Building a Web App with Multiple Live Video Streams + Interactive Graphics
*Autor: Desconocido | Fecha: 2014-04-01T00:17:42-07:00*
Resumen: Gearcloud Labs is exploring the use of open technologies to build new kinds of shared video experiences. Party Bus is a demo app that mixes multiple live video streams together with interactive graphics and synchronized audio. We built it using a combination of node.js, WebSockets, WebRTC, WebGL, and Web Audio. This article shares a few […]
URL: https://hacks.mozilla.org/2014/04/inside-the-party-bus-building-a-web-app-with-multiple-live-video-streams-interactive-graphics/

## 725. Introducing the getBoxQuads API
*Autor: Desconocido | Fecha: 2014-03-27T02:47:37-07:00*
Resumen: Web developers often need to determine where an element has been placed in the page, or more generally, where it is relative to another element. Existing APIs for doing this have significant limitations. The new GeometryUtils interface and its supporting interfaces DOMPoint, DOMRect and DOMQuad provide Web-standard APIs to address these problems. Firefox is the […]

## 726. Building a persistent Notes app for Firefox OS

*Autor: Desconocido | Fecha: 2014-03-26T06:39:29-07:00*

Resumen: In this tutorial we will be building a notes app (like Evernote) from scratch and deploy it to Firefox OS! See a live demo. A persistent notes app needs a place to store all the notes for a user (so no one else can read it). For this we will use my own backend solution […]

## 727. Box model highlighter, Web Console improvements, Firefox OS HUD + more – Firefox Developer Tools Episode 30

*Autor: Desconocido | Fecha: 2014-03-25T09:04:21-07:00*

Resumen: Firefox 30 was just uplifted to the Aurora release channel, so let's take a look at the most important DevTools changes in this release. Inspector One of our most requested features has been to highlight box model regions of elements on the page. We are happy to report that this feature has landed in Firefox […]

## 728. It's a wrap! "App Basics for FirefoxOS" is out and ready to get you started

*Autor: Desconocido | Fecha: 2014-03-24T02:17:32-07:00*

Resumen: A week ago we announced a series of video tutorials around creating HTML5 apps for Firefox OS. Now we released all the videos and you can watch the series in one go. Photo by Olliver Hallmann The series is aimed at web developers who want to build their first HTML5 application. Specifically it is meant […]

## 729. Better integration for open web apps on Android

*Autor: Desconocido | Fecha: 2014-03-20T10:55:43-07:00*

Resumen: Up until now, developing web apps on mobile has been a little tricky. After spending the time developing your app, getting your users to install it is difficult, especially when the concept of "installing a web app" is not very well defined. The most popular method is synonymous with adding a shortcut to the homescreen. […]

## 730. jsDelivr – The advanced open source public CDN

*Autor: Desconocido | Fecha: 2014-03-19T07:24:49-07:00*

Resumen: This is a guest post by Dmitriy Akulov and his project jsDelivr. – Editor's note. As a developer you are probably aware of Google Hosted Libraries. Google offers an easy and fast way to include 12 of the most popular js libraries in your websites. But what if you are a webmaster and you want […]

## 731. Introducing the Canvas Debugger in Firefox Developer Tools

*Autor: Desconocido | Fecha: 2014-03-18T11:02:58-07:00*

Resumen: The Canvas Debugger is a new tool we'll be demoing at the Game Developers

Conference in San Francisco. It's a tool for debugging animation frames rendered on a Canvas element. Whether you're creating a visualization, animation or debugging a game, this tool will help you understand and optimize your animation loop. It will let you […]
URL: https://hacks.mozilla.org/2014/03/introducing-the-canvas-debugger-in-firefox-developer-tools/

## 732. Flambe Provides Support For Firefox OS

*Autor: Desconocido | Fecha: 2014-03-17T08:18:58-07:00*

Resumen: Flambe is a performant cross-platform open source game engine based on the Haxe programming language. Games are compiled to HTML5 or Flash and can be optimized for desktop or mobile browsers. The HTML5 Renderer uses WebGL, but provides fallback to the Canvas tag and functions nicely even on low-end phones. Flash Rendering uses Stage 3D […]
URL: https://hacks.mozilla.org/2014/03/flambe-provides-support-for-firefox-os/

## 733. App basics for Firefox OS – a screencast series to get you started

*Autor: Desconocido | Fecha: 2014-03-13T02:14:05-07:00*

Resumen: Over the next few days we'll release a series of screencasts explaining how to start your first Open Web App and develop for Firefox OS. Each of the screencasts is terse enough to watch in a short break and the whole series should not take you more than an hour of your time. The series […]
URL: https://hacks.mozilla.org/2014/03/app-basics-for-firefox-os-a-screencast-series-to-get-you-started/

## 734. Audio Tags: Web Components + Web Audio = &e

*Autor: Desconocido | Fecha: 2014-03-12T10:29:48-07:00*

Resumen: Article written by Soledad Penadés, edited by Angelina Fabbro. Last week we released Brick 1.0, our carefully curated set of web components for rapid development. Using components makes it very easy to use and integrate these UI widgets with existing code and frameworks. And this week we bring you Audio Tags, an experiment building Web […]
URL: https://hacks.mozilla.org/2014/03/audio-tags-web-components-web-audio-%e2%99%a5/

## 735. Create Add-ons for Australis to Win a Firefox OS Phone

*Autor: Desconocido | Fecha: 2014-03-11T12:01:21-07:00*

Resumen: Firefox 29 ("Australis") includes significant design and customization improvements, and we're challenging you to create add-ons that look and feel great in it. Between March 11 – April 15, 2014, create add-ons that take full advantage of the new design, which opens up new customization opportunities and streamlines the add-on experience in your browser. A […]
URL: https://hacks.mozilla.org/2014/03/create-add-ons-for-australis-to-win-a-firefox-os-phone/

## 736. The Translation of the Firetext App

*Autor: Desconocido | Fecha: 2014-03-11T10:02:51-07:00*

Resumen: Firetext is an open-source word processor that aims to provide a user-friendly editing experience, and to fill a major gap in functionality on Firefox OS. Learn how Firetext was localized!
URL: https://hacks.mozilla.org/2014/03/translation-of-firetext-app/

## 737. Lessons learnt building ViziCities

*Autor: Desconocido | Fecha: 2014-03-05T02:48:09-08:00*

Resumen: Just over 2 weeks ago Peter Smart and Robin Hawkes released the first version of ViziCities to the world. It's free to use and open-sourced under an MIT license. In this post I will talk to you about the lessons learnt during the development of ViziCities. From application architecture to fine-detailed WebGL rendering improvements, we […]
URL: https://hacks.mozilla.org/2014/03/lessons-learnt-building-vizicities/

## 738. Custom Elements for Custom Applications – Web Components with Mozilla's Brick and X-Tag

*Autor: Desconocido | Fecha: 2014-03-04T06:54:19-08:00*
Resumen: In this article, we will explore the use of Mozilla's Brick and X-Tag libraries. First we'll use Brick to rapidly prototype a simple application. Then, we'll build a custom web component using X-Tag. The Technology Brick: Curated Web Components Brick is a set of modular, reusable UI components. The components are designed for adaptive, responsive […]
URL: https://hacks.mozilla.org/2014/03/custom-elements-for-custom-applications-web-components-with-mozillas-brick-and-x-tag/

## 739. The Making of the Time Out Firefox OS app

*Autor: Desconocido | Fecha: 2014-02-26T04:15:48-08:00*
Resumen: A rash start into adventure So we told our client that yes, of course, we would do their Firefox OS app. We didn't know much about FFOS at the time. But, hey, we had just completed refactoring their native iOS and Android apps. Web applications were our core business all along. So what was to […]
URL: https://hacks.mozilla.org/2014/02/the-making-of-the-time-out-firefox-os-app/

## 740. Applications Open for Expanded Tablet Contribution Program

*Autor: Desconocido | Fecha: 2014-02-23T07:00:15-08:00*
Resumen: Last month, Mozilla announced the Tablet Contribution Program to help deliver Firefox OS to the tablet form factor. Today, we are excited to open the Application for Hardware Support to Mozillians all over the world who will sign up to contribute to Firefox OS coding, testing, localizing, and product planning. The first device for this […]
URL: https://hacks.mozilla.org/2014/02/open-applications-tcp/

## 741. Wanted: Awesome HTML5 app ports for Firefox OS & the Open Web

*Autor: Desconocido | Fecha: 2014-02-21T08:52:20-08:00*
Resumen: A bit of background In 2013, Mozilla and our partners launched Firefox OS in fourteen markets. We released three Firefox OS smartphone models and a Geeksphone developer preview device. Our Developer Relations team hosted eight invite-only workshops for app developers around the world: Mountain View, London, Madrid, Bogota, Warsaw, Porto Alegre, Guadalajara, and Budapest. This […]
URL: https://hacks.mozilla.org/2014/02/firefox-apps-programs-2014/

## 742. Building Cordova apps for Firefox OS

*Autor: Desconocido | Fecha: 2014-02-20T11:48:09-08:00*
Resumen: Update: In addition to the Cordova integration described below, Firefox OS is now supported in the 3.5 release of Adobe PhoneGap. If you're already building apps with PhoneGap, you can quickly and easily port your existing apps to Firefox OS. We think this is so cool that we've launched a Phones for PhoneGap Apps program, […]

URL: https://hacks.mozilla.org/2014/02/building-cordova-apps-for-firefox-os/

## 743. Ember.JS – What it is and why we need to care about it

*Autor: Desconocido | Fecha: 2014-02-20T02:28:15-08:00*

Resumen: This is a guest post by Sourav Lahoti and his thoughts about Ember.js Developers increasingly turn to client-side frameworks to simplify development, and there's a big need for good ones in this area. We see a lot of players in this field, but for lots of functionality and moving parts, very few stand out in […]

URL: https://hacks.mozilla.org/2014/02/ember-js-what-it-is-and-why-we-need-to-care-about-it/

## 744. Live Editing Sass and Less in the Firefox Developer Tools

*Autor: Desconocido | Fecha: 2014-02-18T10:01:24-08:00*

Resumen: Sass and Less are expressive languages that compile into CSS. If you're using Sass or Less to generate your CSS, you might want to debug the source that you authored and not the generated CSS. Luckily you can now do this in the Firefox 29 developer tools using source maps. The Firefox developer tools use […]

URL: https://hacks.mozilla.org/2014/02/live-editing-sass-and-less-in-the-firefox-developer-tools/

## 745. HTML5, CSS3, and the Bookmarklet that Shook the Web

*Autor: Desconocido | Fecha: 2014-02-14T07:41:53-08:00*

Resumen: On Valentine's Day last year we released a bookmarklet that went viral riding the popularity of the Harlem Shake meme. On the anniversary of its release we'd like to take a moment look back at the technical nuts and bolts of the bookmarklet as a case study in applying HTML5. In fact, the HTML, JavaScript, […]

URL: https://hacks.mozilla.org/2014/02/html5-css3-and-the-bookmarklet-that-shook-the-web/

## 746. localForage: Offline Storage, Improved

*Autor: Desconocido | Fecha: 2014-02-12T06:51:05-08:00*

Resumen: Web apps have had offline capabilities like saving large data sets and binary files for some time. You can even do things like cache MP3 files. Browser technology can store data offline and plenty of it. The problem, though, is that the technology choices for how you do this are fragmented. localStorage gets you really […]

URL: https://hacks.mozilla.org/2014/02/localforage-offline-storage-improved/

## 747. CSS source map support, network performance analysis & more – Firefox Developer Tools Episode 29

*Autor: Desconocido | Fecha: 2014-02-11T10:01:55-08:00*

Resumen: Firefox 29 was just uplifted to the Aurora release channel. This means that it is time to report some of the major changes that you can expect to see inside of the Developer Tools for this release. Better Looking Tools In addition to new features, we have been updating the look and feel of our […]

URL: https://hacks.mozilla.org/2014/02/css-source-map-support-network-performance-analysis-more-firefox-developer-tools-episode-29/

## 748. Technical Blogger? Mozillian? Here's a plugin for you to tell us about your work!

Resumen: One great thing about Mozilla is that we want people to have a voice. Our products give people a voice on the web without being spied on. As a Mozillian, you don't have to go through various levels of red tape before you are allowed to speak out in public. As Mozilla grows, it becomes […]

URL: https://hacks.mozilla.org/2014/02/technical-blogger-mozillian-heres-a-plugin-for-you-to-tell-us-about-your-work/

## 749. Upgrading your ZTE Open to Firefox 1.1 or 1.2 (fastboot enabled)

Resumen: If you are a ZTE Open owner, you may have already upgraded to Firefox OS 1.1 following the instructions from our previous post. If so, you probably realized that the latest build from ZTE had a problem: fastboot wasn't enabled anymore. For those of you who didn't upgrade because of that, ZTE has put a […]

URL: https://hacks.mozilla.org/2014/01/upgrading-your-zte-open-to-firefox-1-1-or-1-2-fastboot-enabled/

## 750. JavaScriptOO.com, to find what meets your JavaScript needs

Resumen: The JavaScript Renaissance We all know the major players in JavaScript projects. MV* frameworks like AngularJS, Backbone, and Ember.js are inspiring a whole new breed of client applications. Utility libraries like underscore and lodash simplify constructs once reserved for academic exercise. And of course, the monolithic namespace jQuery is everywhere. The large teams and growing […]

URL: https://hacks.mozilla.org/2014/01/javascriptoo-com-to-find-what-meets-your-javascript-needs/

## 751. Five Potential Privacy Pitfalls for App Developers

Resumen: Fighting for data privacy — making sure people know who has access to their data, where it goes or could go, and that they have a choice in all of it — is part of Mozilla's DNA. Privacy is an integral part of building an Internet where people come first. "Individuals' security and privacy on […]

URL: https://hacks.mozilla.org/2014/01/five-potential-privacy-pitfalls-for-app-developers/

## 752. Upcoming changes to the Firefox Developer tools node picker

Resumen: If you are a user of the Firefox Developer tools you'll soon see a change of the node picker of the Page Inspector component. As documented on Bugzilla and reported by Patrick Brosset these changes mean: The node inspect button in the devtools has moved from the inspector-panel toolbar, on the left, to the toolbox […]

URL: https://hacks.mozilla.org/2014/01/upcoming-changes-to-the-firefox-developer-tools-node-picker/

## 753. WebGL Deferred Shading

Resumen: WebGL brings hardware-accelerated 3D graphics to the web. Many features of WebGL 2 are available today as WebGL extensions. In this article, we describe how to use the WEBGL_draw_buffers extension to create a scene with a large number of dynamic lights using a technique called deferred shading, which is popular among top-tier games. live demo […]

URL: https://hacks.mozilla.org/2014/01/webgl-deferred-shading/

## 754. Localizing the Firefox OS Boilerplate App

*Autor: Desconocido | Fecha: 2014-01-21T11:34:12-08:00*

Resumen: As Firefox OS devices are launched in more and more countries and apps become available to users of all different languages, it becomes increasingly important to consider localizing your app. Making your app available in more languages is one of the best ways to make your app available and relevant to more users. As such, […]

URL: https://hacks.mozilla.org/2014/01/localizing-the-firefox-os-boilerplate-app/

## 755. WebGL & CreateJS for Firefox OS

*Autor: Desconocido | Fecha: 2014-01-16T11:00:40-08:00*

Resumen: This is a guest post by the developers at gskinner. Mozilla has been working with the CreateJS.com team at gskinner to bring new features to their open-source libraries and make sure they work great on Firefox OS. Here at gskinner, it's always been our philosophy to contribute our solutions to the dev community — the […]

URL: https://hacks.mozilla.org/2014/01/webgl-createjs-for-firefox-os/

## 756. Mozilla Launches Contribution Program to Help Deliver Firefox OS to Tablets

*Autor: Desconocido | Fecha: 2014-01-06T11:59:37-08:00*

Resumen: The first Firefox OS smartphones launched just a few months ago and we are already making progress on building Firefox OS for more platforms and devices. One of those projects is progressing quickly and we need help from contributors to complete the code. To make this easier, we are launching a new contribution program aimed […]

URL: https://hacks.mozilla.org/2014/01/mozilla-launches-contribution-program-to-help-deliver-firefox-os-to-tablets/

## 757. Upgrading your ZTE Open to Firefox OS 1.1

*Autor: Desconocido | Fecha: 2013-12-23T09:30:15-08:00*

Resumen: The US and the European versions of the ZTE Open both ship with version 1.0 of Firefox OS. Since an over the air (OTA) update is not yet available for the phone, ZTE recently posted a build and instructions on how to flash the phone with Firefox OS 1.1, the latest released version of the […]

URL: https://hacks.mozilla.org/2013/12/upgrading-your-zte-open-to-firefox-os-1-1/

## 758. Gap between asm.js and native performance gets even narrower with float32 optimizations

*Autor: Desconocido | Fecha: 2013-12-20T01:00:30-08:00*

Resumen: asm.js is a simple subset of JavaScript that is very easy to optimize, suitable for use as a compiler target from languages like C and C++. Earlier this year Firefox could run asm.js code at about half of native speed – that is, C++ code compiled by emscripten could run at about half the speed […]

URL: https://hacks.mozilla.org/2013/12/gap-between-asm-js-and-native-performance-gets-even-narrower-with-float32-optimizations/

## 759. The Gamepad API

*Autor: Desconocido | Fecha: 2013-12-19T09:14:02-08:00*

Resumen: I've been fascinated by video games since I was a kid. From the Atari and Colecovision to the NES and Super NES, I've spent countless hours playing a variety of games. While my own video game playing has tapered off, I'm still interested in the issues and advancements surrounding gaming. I've watched the recent popularity […]
URL: https://hacks.mozilla.org/2013/12/the-gamepad-api/

## 760. Write Elsewhere, Run on Firefox OS

*Autor: Desconocido | Fecha: 2013-12-18T08:04:35-08:00*

Resumen: Over the last year we've been recruiting developers who've already built apps for various Open Web and HTML5 platforms: apps for native platforms built with PhoneGap, Appcelerator Titanium or hand-coded wrappers; HTML5 apps built for Amazon Appstore, Blackberry Webworks, Chrome Dev Store, Windows Phone, and WebOS; and C++ apps translated to JavaScript with Emscripten. We've […]
URL: https://hacks.mozilla.org/2013/12/write-elsewhere-run-on-firefox/

## 761. Split console, pretty-print minified JS and more – Firefox Developer Tools Episode 28

*Autor: Desconocido | Fecha: 2013-12-17T09:47:02-08:00*

Resumen: Just in time for the holidays, the Firefox Developer Tools teams has some excellent new surprises for you to enjoy as you hack on holiday projects! It's a pretty long list, so let's get started. App Manager The App Manager continues to be a priority for the Devtools team and with Firefox 28, in addition […]
URL: https://hacks.mozilla.org/2013/12/split-console-pretty-print-minified-js-and-more-firefox-developer-tools-episode-28/

## 762. Ember Inspector on a Firefox near you

*Autor: Desconocido | Fecha: 2013-12-17T04:02:35-08:00*

Resumen: … or Cross-Browser Add-ons for Fun or Profit Browser add-ons are clearly an important web browser feature, at least on the desktop platform, and for a long time Firefox was the browser add-on authors' preferred target. When Google launched Chrome, this trend on the desktop browsers domain was pretty clear, so their browser provides an […]
URL: https://hacks.mozilla.org/2013/12/ember-inspector-on-a-firefox-near-you-2/

## 763. Application Layout with CSS3 Flexible Box Module

*Autor: Desconocido | Fecha: 2013-12-16T11:31:50-08:00*

Resumen: It has become very easy to create fluid application layouts thanks to the CSS3 Flexible Box Layout Module. In this article we are going to implement a simple application layout, which fills the whole screen, resizes with the browser window and comes with the additional bonus of a draggable splitter. Instead of the classic <div> […]
URL: https://hacks.mozilla.org/2013/12/application-layout-with-css3-flexible-box-module/

## 764. CSS Variables in Firefox Nightly

*Autor: Desconocido | Fecha: 2013-12-14T22:22:03-08:00*

Resumen: As reported by Cameron McCormack, Firefox Nightly (version 29) now supports CSS variables. You can get a quick overview in this short screencast: You can define variables in a context with a var- prefix and then implement them using the var() instruction. For example: :root { var-companyblue: #369; var-lighterblue: powderblue; } h1 { color: var(companyblue); […]

## 765. Monster Madness – creating games on the web with Emscripten

*Autor: Desconocido | Fecha: 2013-12-12T08:00:31-08:00*

Resumen: When our engineering teams at Trendy Entertainment & Nom Nom Games decided on the strategy of developing one of our new Unreal Engine 3 games — Monster Madness Online — as a cross-platform title, we knew that a frictionless multiplayer web browser version would be central to this experience. The big question, however, was determining […]

## 766. The Side Projects of Mozillians: JSFiddle and Meatspac.es

*Autor: Desconocido | Fecha: 2013-12-11T06:22:39-08:00*

Resumen: At Mozilla, we are happy to get the chance to work with a lot of talented people. Therefore, as an on-going series, we wanted to take the opportunity to highlight some of the exciting projects Mozillians work on in their spare time. JSFiddle JSFiddle is a tool to write web examples (in HTML, JavaScript and […]

## 767. The Mozilla Developer Network has a New Face

*Autor: Desconocido | Fecha: 2013-12-09T13:26:07-08:00*

Resumen: Last summer the Mozilla Developer Network (MDN) underwent a massive platform change, moving from a hosted third-party solution to our own custom Django application code-named Kuma. That move laid the ground work for our latest major MDN upgrade: a complete front-end redesign, included many new features as well as usability and accessibility enhancements. Let me […]

## 768. Holiday gaming competition with Mozilla and Goo Technologies

*Autor: Desconocido | Fecha: 2013-12-09T05:24:59-08:00*

Resumen: The web has come a long way, and especially lately it is amazing what great opportunities this means for game creators. To use open technologies to reach as many users as possible across multiple web browsers and platforms. Looking at what WebGL, Web Audio API, Emscripten, asm.js and more have brought to the table, and […]

## 769. Protecting your Firefox OS App code

*Autor: Desconocido | Fecha: 2013-12-05T09:05:34-08:00*

Resumen: One question we get asked quite often about developing web applications using HTML5, CSS3, and JavaScript, is about how to conceal code. Reasons range from preventing cheating, protecting intellectual property, hiding encryption algorithms and others. Since JavaScript is executed on the client side, even on Firefox OS, the users can get access the code if […]

## 770. How the Manana app was built

*Autor: Desconocido | Fecha: 2013-12-03T02:40:23-08:00*

Resumen: We saw Firefox OS as a great opportunity and a challenge to deliver a product true to the values of open web and best standards. We found it exciting to be able to deliver an app that will offer a smooth UX even for people using lower end devices. As many of the users have […]

URL: https://hacks.mozilla.org/2013/12/how-the-manana-app-was-built/

## 771. Firefox and FireCAT as a Platform for Ethical Hacking

*Autor: Desconocido | Fecha: 2013-11-28T02:19:46-08:00*

Resumen: Some years ago – in early 2007, while working as freelancers – we were challenged to do a penetration test on a web application. It was really simple but had a condition-based methodology, and therefore was impossible to use any automated tool; we could only use a web browser. Our solution was to convert Firefox […]

URL: https://hacks.mozilla.org/2013/11/firefox-and-firecat-as-a-platform-for-ethical-hacking/

## 772. Implementing In-App Payments in Your Firefox OS App

*Autor: Desconocido | Fecha: 2013-11-26T13:29:36-08:00*

Resumen: At Mozilla, we have been working on bringing payments to the web. We think it is important that developers have an easy way to monetize their apps. It also gives us the chance to offer deeper platform integration, allowing things like carrier billing in addition to credit/debit cards. We've talked about in-app payments before in […]

URL: https://hacks.mozilla.org/2013/11/implementing-in-app-payments-in-your-firefox-os-app/

## 773. Firefox OS Security: Part 2 – User Experience and Security Updates

*Autor: Desconocido | Fecha: 2013-11-21T09:59:18-08:00*

Resumen: When presenting Firefox OS to people, security is a big topic. Can an operating system built on web technologies be secure? What has Mozilla built in to avoid drive-by downloads and malware? How can a browser-based app be secure without making the UX suffer by asking the user to react to a lot of "do […]

URL: https://hacks.mozilla.org/2013/11/firefox-os-security-part-2-user-experience-and-security-updates/

## 774. Handling click-to-activate plugins using JavaScript

*Autor: Desconocido | Fecha: 2013-11-21T09:03:28-08:00*

Resumen: From Firefox 26 onwards — and in the case of insecure Flash/Java in older Firefox versions — most plugins will not be automatically activated. We therefore can no longer plugins starting immediately after they have been inserted into the page. This article covers JavaScript techniques we can employ to handle plugins, making it less likely […]

URL: https://hacks.mozilla.org/2013/11/handling-click-to-activate-plugins-using-javascript/

## 775. The Pond – building a multi-platform HTML5 game

*Autor: Desconocido | Fecha: 2013-11-20T16:47:32-08:00*

Resumen: Introducing The Pond The Pond is a multi-platform HTML5 game (source code) that explores minimalistic design and resolution independent gameplay. The Pond isn't about reaching a high score, or about buying weapon upgrades. It's about relaxing and exploring a beautiful world. It is available on all these platforms/in all these stores: In making The Pond […]

URL: https://hacks.mozilla.org/2013/11/the-pond-building-a-multi-platform-html5-game/

## 776. Launching developer Q&A on Stack Overflow

*Autor: Desconocido | Fecha: 2013-11-19T14:56:42-08:00*

Resumen: One thing that is very important for us at Mozilla is the need to directly interact with you developers and help you with challenges and issues while developing using open technologies. We are now happy to announce our presence on Stack Overflow! Stack Overflow is one of – if not the – most well-known question […]

URL: https://hacks.mozilla.org/2013/11/launching-developer-q-a-on-stack-overflow/


## 777. Firefox OS Security: Part 1 – The Web Security Model

*Autor: Desconocido | Fecha: 2013-11-14T09:06:08-08:00*

Resumen: When presenting Firefox OS to people, security is a big topic. Can an operating system built on web technologies be secure? What has Mozilla built in to avoid drive-by downloads and malware? In this two part video series Christian Heilmann (@codepo8), principal evangelist of Mozilla, talks to Michael Coates (@_mwc), chair of @OWASP Board about […]

URL: https://hacks.mozilla.org/2013/11/firefox-os-security-part-1-the-web-security-model/


## 778. Introducing the Whiteboard Drum – WebRTC and Web Audio API magic

*Autor: Desconocido | Fecha: 2013-11-14T00:18:08-08:00*

Resumen: Browser functionality has expanded rapidly, way beyond merely "browsing" a document. Recently, Web browsers finally gained audio processing abilities with the Web Audio API. It is powerful to the point of building serious music applications. Not only that, but it is also very interesting when combined with other APIs. One of these APIs is getUserMedia(), […]

URL: https://hacks.mozilla.org/2013/11/introducing-the-whiteboard-drum-webrtc-and-web-audio-api-magic/


## 779. Live editing WebGL shaders with Firefox Developer Tools

*Autor: Desconocido | Fecha: 2013-11-12T10:19:17-08:00*

Resumen: If you've seen Epic Games' HTML5 port of 'Epic Citadel', you have no doubt been impressed by the amazing performance and level of detail. A lot of the code that creates the cool visual effects you see on screen are written as shaders linked together in programs – these are specialized programs that are evaluated […]

URL: https://hacks.mozilla.org/2013/11/live-editing-webgl-shaders-with-firefox-developer-tools/


## 780. Make your Firefox OS app feel alive with video and audio

*Autor: Desconocido | Fecha: 2013-11-07T07:44:21-08:00*

Resumen: Firefox OS applications aren't just about text: there is no better way to make your app feel alive than adding some videos or audio to it. Let's explore different ways we can use as developers to enhance our mobile masterpiece. Audio and video HTML tags Since we are talking about HTML, it makes total sense […]

URL: https://hacks.mozilla.org/2013/11/make-your-firefox-os-app-feel-alive-with-video-and-audio/


## 781. Firefox Developer Tools: Episode 27 – Edit as HTML, Codemirror & more

*Autor: Desconocido | Fecha: 2013-11-06T09:51:59-08:00*

Resumen: Firefox 27 was just uplifted to the Aurora release channel which means we are back to report on new features in Firefox Developer Tools. Below are just some of the new features, you can also take a look at all bugs resolved in DevTools for this release). JS Debugger: Break on DOM Events You can […]

## 782. Designing Web Apps For Multiple Devices

*Autor: Desconocido | Fecha: 2013-11-05T04:21:11-08:00*

Resumen: Before 2010, there were few devices on the Web other than smartphones and desktop/laptop computers. Developers could assume phone users had a small screen, low bandwidth and used a webapp for brief moments. Desktop users were assumed to have a large screen, high bandwidth and spend large amounts of time within an application. Designing a […]

## 783. Reintroducing the Firefox Developer Tools, part 2: the Scratchpad and the Style Editor

*Autor: Desconocido | Fecha: 2013-11-04T11:07:15-08:00*

Resumen: This is part two, out of five, focusing on the built-in Developer Tools in Firefox, their features and where we are now with them. The intention is to show you all the possibilities available, the progress and what we are aiming for. In the first post in the series we discussed the Web Console and […]

## 784. Monetization with Inneractive on Firefox OS

*Autor: Desconocido | Fecha: 2013-10-31T15:20:24-07:00*

Resumen: Monetization is important for any viable platform so developers can benefit from their hard work and to further encourage quality apps. Mozilla teamed up with the ad network, Inneractive, to create a simple library for integrating ads into apps and games specifically for Firefox OS. This article will go through the process of integrating Inneractive […]

## 785. Halloween artist

*Autor: Desconocido | Fecha: 2013-10-30T01:33:26-07:00*

Resumen: A while back, I made a little toy that simulates carving pumpkins. It was during that narrow window when the WebOS-running TouchPad was new and hot. Since then, web browsers have gown up a lot, and nowadays Mozilla is executing the vision of a browser-based operating system with Firefox OS. In any case, I've been […]

## 786. Songs of Diridum: Pushing the Web Audio API to Its Limits

*Autor: Desconocido | Fecha: 2013-10-29T08:04:19-07:00*

Resumen: When we at Goo Technologies heard that the Web Audio API would be supported in an upcoming version of Mozilla Firefox, we immediately started brainstorming about what we could build with that. We started discussing the project with the game developers behind "Legend of Diridum" (see below) and came up with the idea of a […]

## 787. Progress report on cross-platform Open Web Apps

*Autor: Desconocido | Fecha: 2013-10-28T08:34:27-07:00*

Resumen: Here in the Hacks blog we've written a lot about building apps for Firefox OS using HTML, JS, and CSS. We're working to ensure that those same apps can also run on Android, Windows, Mac OS X, and Linux devices. If your app can adapt to those screen sizes, CPU's, and device capabilities, then we've […]
URL: https://hacks.mozilla.org/2013/10/progress-report-on-cross-platform-open-web-apps/

### 788. Building a Firefox OS App for my favorite Internet radio station
*Autor: Desconocido | Fecha: 2013-10-24T10:23:08-07:00*
Resumen: I recently created a Firefox OS app for my favourite radio station — radio paradise. It was a lot of fun making this app, so I thought it would be good to share some notes about how I built it. The audio tag It started by implementing the main functionality of the app, playing an […]
URL: https://hacks.mozilla.org/2013/10/building-a-firefoxos-app-for-my-favorite-internet-radio-station/

### 789. Working with receipts for paid apps
*Autor: Desconocido | Fecha: 2013-10-23T07:37:26-07:00*
Resumen: You've put your hard work into building a great app. If you want to get paid for your app then the Firefox Marketplace supports app receipts and verification of those receipts. Receipt verification is how we ensure that your app has been paid for in the case of both hosted and packaged apps. It's important […]
URL: https://hacks.mozilla.org/2013/10/working-with-receipts-for-paid-apps/

### 790. Fast retro gaming on mobile
*Autor: Desconocido | Fecha: 2013-10-22T11:49:28-07:00*
Resumen: Emulation is the cool technique that makes retro gaming possible, i.e. play old video games on modern devices. It allows pixel lovers to revive gaming experiences from the past. In this article we will demonstrate that the web platform is suitable for emulation, even on mobile where by definition everything is limited. Emulation is a […]
URL: https://hacks.mozilla.org/2013/10/fast-retro-gaming-on-mobile/

### 791. Announcing the winners of the July 2013 Dev Derby!
*Autor: Desconocido | Fecha: 2013-10-18T22:51:44-07:00*
Resumen: This past summer, some of the most passionate and creative web developers out there innovated with the File API in our July Dev Derby contest. After sorting through the entries, an all-star cast of former judges–Peter Lubbers, Eric Shepherd, and David Walsh– decided on three winners and two runners-up. Not a contestant? There are other reasons […]
URL: https://hacks.mozilla.org/2013/10/announcing-the-winners-of-the-july-2013-dev-derby/

### 792. awsbox, a PaaS layer for Node.js: An Update on Latest Developments
*Autor: Desconocido | Fecha: 2013-10-17T02:07:05-07:00*
Resumen: This is the 2nd time we've talked about awsbox on the Mozilla Hacks blog. In the first article we gave you a quick introduction to awsbox as part of the Node.js Holiday Season set of articles. Here we'd like to tell you about some recently added features to awsbox. To briefly recap, awsbox is a […]
URL: https://hacks.mozilla.org/2013/10/awsbox-a-paas-layer-for-node-js-an-update-on-latest-developments/

### 793. Introducing TogetherJS

Resumen: What is TogetherJS? We'd like to introduce TogetherJS, a real-time collaboration tool out of Mozilla Labs. TogetherJS is a service you add to an existing website to add real-time collaboration features. Using the tool two or more visitors on a website or web application can see each other's mouse/cursor position, clicks, track each other's browsing, […]
URL: https://hacks.mozilla.org/2013/10/introducing-togetherjs/

## 794. Introducing the Firefox OS App Manager

Resumen: The Firefox OS App Manager is a new developer tool available in Firefox 26 that greatly improves the process of building and debugging Firefox OS apps, either in the Simulator or on a connected device. Based on the the Firefox OS Simulator add-on, it bridges the gap between existing Firefox Developer tools and the Firefox […]
URL: https://hacks.mozilla.org/2013/10/introducing-the-firefox-os-app-manager/

## 795. An AR Game: Technical Overview

Resumen: An AR Game is the winning entry for the May 2013 Dev Derby. It is an augmented reality game, the objective being to transport rolling play pieces from a 2D physics world into a 3D space. The game is playable on GitHub, and demonstrated on YouTube. The objective of this article is to describe the underlying […]
URL: https://hacks.mozilla.org/2013/10/an-ar-game-technical-overview/

## 796. Firefox Developer Tools and Firebug

Resumen: If you haven't tried the Firefox Developer Tools in the last 6 months, you owe it to yourself to take another look. Grab the latest Aurora browser, and start up the tools from the Web Developer menu (a submenu of Tools on some platforms). The tools have improved a lot lately: black-boxing lets you treat […]
URL: https://hacks.mozilla.org/2013/10/firefox-developer-tools-and-firebug/

## 797. Who moved my geolocation?

Resumen: One of the questions we often get when we are talking about Firefox OS is: "What about the GPS on some devices"? You may have noticed that on some devices, the GPS position is not quite accurate or can take a long time to report even when you are outside. Let me start by explaining […]
URL: https://hacks.mozilla.org/2013/10/who-moved-my-geolocation/

## 798. New Firefox OS App Workshops & Other Updates

Resumen: Here in the virtual headquarters of Mozilla's geo-distributed tech evangelism team, we always have bags packed and traveling shoes on. Today we're happy to announce a couple of new Firefox OS App Workshops for web developers: we'll be in Guadalajara, Mexico, on Saturday, October 26, and we'll be in Budapest, Hungary, on Saturday, November 23. […]
URL: https://hacks.mozilla.org/2013/10/new-app-workshops-mx-hu/

## 799. WebRTC: Update and Workarounds

*Autor: Desconocido | Fecha: 2013-09-30T01:43:17-07:00*

Resumen: As you've probably noticed, we've been making lots of progress on our WebRTC implementation, and we expect additional improvements over the next few releases. We have work in the pipeline to improve audio quality issues (yes, we know we still have some!) and to assist with troubleshooting NAT traversal issues (you can follow the progress […]

URL: https://hacks.mozilla.org/2013/09/webrtc-update-and-workarounds/

## 800. Firefox OS Development: Web Components and Mozilla Brick

*Autor: Desconocido | Fecha: 2013-09-27T00:08:11-07:00*

Resumen: In this edition of "Firefox OS: The platform HTML5 deserves" (the previous six videos are published here), Mozilla's Principal Evangelist Chris Heilmann (@codepo8) grilled Mozilla's "Senior HTML5 Engineer Angle Bracket Coordinator" Matthew Claypotch (@potch) about the exciting new possibilities of Web Components for Web App developers and how Mozilla's Brick library, a collection of custom […]

URL: https://hacks.mozilla.org/2013/09/firefox-os-development-web-components-and-mozilla-brick/

## 801. New Features in the Firefox Developer Tools: Episode 26

*Autor: Desconocido | Fecha: 2013-09-26T01:29:52-07:00*

Resumen: Firefox 26 was just uplifted to the Aurora release channel which means we are back to report on new features in Firefox Developer Tools. Here's a summary of some of the most exciting new features. Inspector: pseudo element support To get more flexibility in the design of an element without using additional nodes, it's very […]

URL: https://hacks.mozilla.org/2013/09/new-features-in-the-firefox-developer-tools-episode-26/

## 802. Reintroducing the Firefox Developer Tools, part 1: the Web Console and the JavaScript Debugger

*Autor: Desconocido | Fecha: 2013-09-24T06:51:02-07:00*

Resumen: This is part one, out of 5, focusing on the built-in Developer Tools in Firefox, their features and where we are now with them. The intention is to show you all the possibilities available, the progress and what we are aiming for. Firefox 4 saw the launch of the Web Console, the first of the […]

URL: https://hacks.mozilla.org/2013/09/reintroducing-the-firefox-developer-tools-part-1-the-web-console-and-the-javascript-debugger/

## 803. Firefox 24 for Android gets WebRTC support by default

*Autor: Desconocido | Fecha: 2013-09-17T07:55:46-07:00*

Resumen: WebRTC is now on Firefox for Android as well as Firefox Desktop! Firefox 24 for Android now supports mozGetUserMedia, mozRTCPeerConnection, and DataChannels by default. mozGetUserMedia has been in desktop releases since Firefox 20, and mozPeerConnection and DataChannels since Firefox 22, and we're excited that Android is now joining Desktop releases in supporting these cool new […]

URL: https://hacks.mozilla.org/2013/09/firefox-24-for-android-gets-webrtc-support-by-default/

## 804. User-Agent detection, history and checklist

*Autor: Desconocido | Fecha: 2013-09-12T01:53:19-07:00*

Resumen: History User-Agent: <something> is a string of characters sent by HTTP clients

(browsers, bots, calendar applications, etc.) for each individual HTTP request to a server. The HTTP Protocol as defined in 1991 didn't have this field, but the next version defined in 1992 added User-Agent in the HTTP requests headers. Its syntax was defined as […]
URL: https://hacks.mozilla.org/2013/09/user-agent-detection-history-and-checklist/


## 805. CSS Length Explained

*Autor: Desconocido | Fecha: 2013-09-10T01:01:37-07:00*

Resumen: When styling a web site with CSS you might have realised that an inch on a screen is not an actual inch, and a pixel is not necessarily an actual pixel. Have you ever figured out how to represent the speed of light in CSS pixels? In this post, we will explore the definition of […]
URL: https://hacks.mozilla.org/2013/09/css-length-explained/


## 806. Calling All Porters: Phones for App Ports to Firefox OS

*Autor: Desconocido | Fecha: 2013-09-04T07:26:25-07:00*

Resumen: Back in May we launched a program for app developers called Phones for Apps for Firefox OS. We heard from thousands of developers in all corners of the world– thank you for your overwhelming interest. Since then we've shipped out heaps of Geeksphone Keon Firefox OS Developer Preview phones and we've listed many new apps […]
URL: https://hacks.mozilla.org/2013/09/calling-all-app-ports/


## 807. Getting Started With HTML5 Game Development

*Autor: Desconocido | Fecha: 2013-09-03T02:01:26-07:00*

Resumen: There are plenty of valid ways to create an HTML5 game, and quite a bit of material on the technical aspect of each, so for this article I'll be giving more of a broad overview of HTML5 game development. How "HTML5" can be better than native, where to start with the development process, where to […]
URL: https://hacks.mozilla.org/2013/09/getting-started-with-html5-game-development/


## 808. Pushing a Firefox OS Web App to ZTE Open phone

*Autor: Desconocido | Fecha: 2013-08-29T12:02:41-07:00*

Resumen: ZTE recently announced release of the ZTE Open Firefox OS phone, a device aimed at developers and early adopters. In this post we cover the basic details of connecting and configuring your desktop environment to push Apps to the ZTE Open from the Firefox OS Simulator. Setting Up the ZTE Open Before pushing or debugging […]
URL: https://hacks.mozilla.org/2013/08/pushing-a-firefox-os-web-app-to-zte-open-phone/


## 809. Introducing Brick: Minimal-markup Web Components for Faster App Development

*Autor: Desconocido | Fecha: 2013-08-27T05:23:54-07:00*

Resumen: Those of you on the cutting HTML5 edge may have already heard of the exciting Web Components specification. If you haven't, you'll probably want to read up on what makes this so exciting, but long story short, Web Components promise to open up a new realm of development by letting web developers write custom, reusable […]
URL: https://hacks.mozilla.org/2013/08/introducing-brick-minimal-markup-web-components-for-faster-app-development/

## 810. Web Activities – Firefox OS: the platform HTML5 deserves

*Autor: Desconocido | Fecha: 2013-08-22T19:44:58-07:00*

Resumen: In the sixth video of our "Firefox OS – the platform HTML5 deserves" series (the previous five videos are published here) we talk about how Web Activities allow you as a developer to access parts of the hardware without having to package your app. Check out the video featuring Chris Heilmann (@codepo8) from Mozilla and […]

URL: https://hacks.mozilla.org/2013/08/web-activities-firefox-os-the-platform-html5-deserves/


## 811. Localizing Firefox OS Apps

*Autor: Desconocido | Fecha: 2013-08-21T15:18:19-07:00*

Resumen: Firefox OS Apps are being used around the world—Spain, Poland, Colombia and Venezuela with many more countries coming—so it's important to consider localizing your app from the beginning. But with the open web being as open as it is, there are many frameworks and technologies to pick from when it comes to localization. For example, […]

URL: https://hacks.mozilla.org/2013/08/localizing-firefox-os-apps/


## 812. Firebug 1.12 New Features

*Autor: Desconocido | Fecha: 2013-08-21T01:31:31-07:00*

Resumen: Firebug team released fresh new Firebug 1.12 and here is a list of some new features we have implemented in this version. Firebug 1.12 is compatible with Firefox 23 – 26 Firebug is an open source project maintained by developers from around the world and I can't miss this opportunity to introduce all members who […]

URL: https://hacks.mozilla.org/2013/08/firebug-1-12-new-features/


## 813. Writing Web Audio API code that works in every browser

*Autor: Desconocido | Fecha: 2013-08-20T04:19:04-07:00*

Resumen: You probably have already read the announcement on the Web Audio API coming to Firefox, and are totally excited and ready to make your until-now-WebKit-only sites work with Firefox, which uses the unprefixed version of the spec. Unfortunately, Chrome, Safari and Opera still use the webkitAudioContext prefixed name. Furthermore, as a result of the spec […]

URL: https://hacks.mozilla.org/2013/08/writing-web-audio-api-code-that-works-in-every-browser/


## 814. Announcing the winners of the June 2013 Dev Derby!

*Autor: Desconocido | Fecha: 2013-08-16T15:20:22-07:00*

Resumen: This June, some of the most creative web developers out there pushed the limits of WebGL in our June Dev Derby contest. After sorting through the entries, our expert judges– James Padolsey and Maire Reavy–decided on three winners and three runners-up. Not a contestant? There are other reasons to be excited. Most importantly, all of these […]

URL: https://hacks.mozilla.org/2013/08/announcing-the-winners-of-the-june-2013-dev-derby/


## 815. WebAPIs – Firefox OS for developers: the platform HTML5 deserves

*Autor: Desconocido | Fecha: 2013-08-15T09:39:35-07:00*

Resumen: In the fifth video of our "Firefox OS – the platform HTML5 deserves" series (part one, part two, part three and part four have already been published) we talk about how Firefox OS extends the capabilities of the Web by adding new APIs, called WebAPIs to the existing stack of technologies. Check out the video […]

URL: https://hacks.mozilla.org/2013/08/webapis-firefox-os-for-developers-the-platform-html5-deserves/

## 816. New Features of Firefox Developer Tools: Episode 25

*Autor: Desconocido | Fecha: 2013-08-13T23:37:21-07:00*

Resumen: Firefox 25 was just uplifted to the Aurora release channel which means we are back to report about new features in Firefox Developer Tools. Here's a summary of some of the most exciting new features, and to get the whole picture you can check the complete list of resolved bugzilla tickets. Black box libraries in […]

URL: https://hacks.mozilla.org/2013/08/new-features-of-firefox-developer-tools-episode-25/

## 817. The Browser Console

*Autor: Desconocido | Fecha: 2013-08-09T12:04:16-07:00*

Resumen: The Browser Console The Web Console was the first new developer tool added to Firefox 4, and the team has continued improving it in each release since. With Firefox 24 entering beta, we thought it would be a good time to highlight the features available in the Web Console and introduce its new cousin, the […]

URL: https://hacks.mozilla.org/2013/08/the-browser-console/

## 818. Using JSFiddle to Prototype Firefox OS Apps

*Autor: Desconocido | Fecha: 2013-08-08T07:51:57-07:00*

Resumen: Dancing to the Tune of the Fiddle JSFiddle is a fantastic prototyping and code review tool. It's great for getting out a quick test case or code concept without having to spool up your full tool chain and editor. Further, it's a great place to paste ill-behaved code so that others can review it and […]

URL: https://hacks.mozilla.org/2013/08/using-jsfiddle-to-prototype-firefox-os-apps/

## 819. Mozilla goes to Washington

*Autor: Desconocido | Fecha: 2013-08-07T12:02:24-07:00*

Resumen: Last month, Mozilla Foundation employee Jess Klein was honored by the White House Office of Science & Technology Policy as a Champion of Change for her work with Rockaway Help in the wake of Hurricane Sandy. Before the White House event, Mozilla sponsored a Civic Hackers' Happy Hour in DC at canvas.co. Here's an excerpt […]

URL: https://hacks.mozilla.org/2013/08/mozilla-goes-to-washington/

## 820. Firefox Marketplace and alternatives – Firefox OS for developers: the platform HTML5 deserves

*Autor: Desconocido | Fecha: 2013-08-05T09:07:30-07:00*

Resumen: In the fourth video of our "Firefox OS – the platform HTML5 deserves" series (part one, part two and part three have already been published) we talk about how to submit apps to the Firefox Marketplace, and explain alternative ways to distribute your apps. Here are Mozilla's principal developer evangelist Chris Heilmann (@codepo8) and Desigan […]

URL: https://hacks.mozilla.org/2013/08/firefox-marketplace-and-alternatives-firefox-os-for-developers-the-platform-html5-deserves/

## 821. Interview with Micah Elizabeth Scott, winner of the Web Workers Dev Derby

*Autor: Desconocido | Fecha: 2013-08-02T08:00:56-07:00*

Resumen: Micah Elizabeth Scott won the Web Workers Dev Derby with Zen photon garden, her impressive (and fun) interactive web raytracer. Recently, I had the chance to learn more about Micah: her work, her ambitions, and her thoughts on the future of web development. The

interview How did you become interested in web development? I've been […]
URL: https://hacks.mozilla.org/2013/08/interview-with-micah-elizabeth-scott-winner-of-the-web-workers-dev-derby/

## 822. WebRTC and the Early API
*Autor: Desconocido | Fecha: 2013-07-31T12:32:46-07:00*
Resumen: Editor's Note: A lot has changed since this post was published in 2013… WebRTC is now widely available in all major browsers, but its API looks a bit different. As part of the web standardization process, we've seen improvements such as finer-grained control of media (through tracks rather than streams). Check out this Simple RTCDataChannel […]
URL: https://hacks.mozilla.org/2013/07/webrtc-and-the-early-api/

## 823. Interview with Giovanny Granada, winner of the Geolocation Dev Derby
*Autor: Desconocido | Fecha: 2013-07-29T05:00:47-07:00*
Resumen: Giovanny Granada won the most recent Geolocation Dev Derby with GoGeoTweet, his wonderful web-based visualization of Twitter activity happening nearby. Recently, I had the chance to learn more about Giovanny: his work, his ambitions, and his thoughts on the future of web development. The interview How did you become interested in web development? I became […]
URL: https://hacks.mozilla.org/2013/07/interview-with-giovanny-granada-winner-of-the-geolocation-dev-derby/

## 824. Don't miss out on the real-time fun! Use Firefox OS Push Notifications
*Autor: Desconocido | Fecha: 2013-07-25T14:55:05-07:00*
Resumen: Firefox OS v1.1 introduces Push Notifications to Open Web Apps, allowing web developers to take advantage of real-time updates without implementing difficult polling logic themselves. Native Push Notifications support means that only one connection has to be maintained by Firefox OS devices, and applications can be shutdown, improving battery life, and device responsiveness, while still […]
URL: https://hacks.mozilla.org/2013/07/dont-miss-out-on-the-real-time-fun-use-firefox-os-push-notifications/

## 825. Getting started with apps – Firefox OS for developers: the platform HTML5 deserves
*Autor: Desconocido | Fecha: 2013-07-25T11:49:34-07:00*
Resumen: In the third instance of our "Firefox OS – the platform HTML5 deserves" video series (part one and part two have already been published here) we talk about tools available for building apps for Firefox OS. Check the short video featuring Chris Heilmann (@codepo8) from Mozilla and Daniel Appelquist (@torgo) from Telefónica Digital/ W3C talking […]
URL: https://hacks.mozilla.org/2013/07/getting-started-with-apps-firefox-os-for-developers-the-platform-html5-deserves/

## 826. Firefox OS Workshop August 24th in Porto Alegre, Brazil – sign up now!
*Autor: Desconocido | Fecha: 2013-07-24T11:35:17-07:00*
Resumen: We're very happy that Firefox OS phones are officially released and we're working hard on making this an interesting platform for developers using open standardized technologies – HTML5 and JavaScript – to offer great mobile experiences. Organizing workshops As part of helping developers we have organized Firefox OS App Workshops in various locations before – […]
URL: https://hacks.mozilla.org/2013/07/firefox-os-workshop-august-24th-in-porto-alegre-brazil-sign-up-now/

## 827. One more option to follow the Firefox Developer Tools progress

*Autor: Desconocido | Fecha: 2013-07-24T01:41:25-07:00*

Resumen: When we write about the Developer Tools in Firefox here on Mozilla Hacks, there is always a strong interest in the progress and new features. We will definitely continue to do so on a regular basis, but we also have another way for you to stay on top with the progress the Dev Tools team […]

URL: https://hacks.mozilla.org/2013/07/one-more-option-to-follow-the-firefox-developer-tools-progress/


## 828. WebRTC and the Ocean of Acronyms

*Autor: Desconocido | Fecha: 2013-07-23T08:24:59-07:00*

Resumen: My experience getting started with WebRTC can be summarised in a three letter acronym so I decided to write this article dedicated to answering my many questions. I've always said, if you don't know an acronym, it's probably a networking protocol. What is ICE? Interactive Connectivity Establishment (ICE) is a framework to allow your web […]

URL: https://hacks.mozilla.org/2013/07/webrtc-and-the-ocean-of-acronyms/


## 829. Interview with Sebastian Dorn, winner of the Drag and Drop Dev Derby

*Autor: Desconocido | Fecha: 2013-07-19T08:00:49-07:00*

Resumen: Sebastian Dorn won the Drag and Drop Dev Derby with Pete's Adventure, his wonderful web-based interactive story. Recently, I had the chance to learn more about Seba: his work, his ambitions, and his thoughts on the future of web development. The interview How did you become interested in web development? I think it was around […]

URL: https://hacks.mozilla.org/2013/07/interview-with-sebastian-dorn-winner-of-the-drag-and-drop-dev-derby/


## 830. App discovery – Firefox OS for developers: the platform HTML5 deserves

*Autor: Desconocido | Fecha: 2013-07-18T10:28:48-07:00*

Resumen: In the previous edition of this video series we introduced FirefoxOS and what it means for the open web and HTML5. We explained that apps for FirefoxOS are HTML5 apps, and could be as simple as a mobile-optimised web site with a manifest file. Now we're back explaining how Firefox OS is different from other […]

URL: https://hacks.mozilla.org/2013/07/app-discovery-firefox-os-for-developers-the-platform-html5-deserves/


## 831. Announcing the winners of the May 2013 Dev Derby

*Autor: Desconocido | Fecha: 2013-07-18T09:13:46-07:00*

Resumen: This May, some of the most creative web developers out there pushed the limits of getUserMedia in our May Dev Derby contest. After sorting through the entries, our four expert judges–James Padolsey, Janet Swisher, Maire Reavy, and Randell Jesup–decided on three winners and two runners-up. Not a contestant? There are other reasons to be excited. […]

URL: https://hacks.mozilla.org/2013/07/announcing-the-winners-of-the-may-2013-dev-derby/


## 832. Interview with Parashuram Narasimhan, winner of the Offline Dev Derby

*Autor: Desconocido | Fecha: 2013-07-12T08:00:48-07:00*

Resumen: Parashuram Narasimhan won the Offline Dev Derby with The conference, his web utility for beating unreliable conference connectivity. Recently, I had the chance to learn more about Parashuram: his work, his ambitions, and his thoughts on the future of web development. The interview How did you become interested in web development? Like most computer science […]

## 833. Firefox OS Simulator 4.0 released

*Autor: Desconocido | Fecha: 2013-07-11T11:57:12-07:00*

Resumen: It's a good day for Firefox OS developers as we are releasing version 4.0 of the Firefox OS Simulator to the masses. In particular, this release is a boon for those developers that want to make money using their app in the Marketplace. What's New in 4.0 An overview shot of the revised Dashboard New […]

## 834. The Making of Face to GIF

*Autor: Desconocido | Fecha: 2013-07-10T04:16:10-07:00*

Resumen: Face to gif is a simple webapp that lets you record yourself and gives you an infinitely looping animated gif. In this post I will walk you through how it came to be and what I've learned from building the small app. It started with Chris Heilmann's post about people losing expressiveness to internet memes. […]

## 835. Web Audio API comes to Firefox

*Autor: Desconocido | Fecha: 2013-07-09T13:30:13-07:00*

Resumen: We have been working on implementing the Web Audio API in Firefox for a while now, and we currently have basic support for the API implemented on Firefox Nightly and Firefox Aurora. Web Audio provides a number of cool features that can be used in order to create music applications, games, and basically any application […]

## 836. Firefox OS devices officially released!

*Autor: Desconocido | Fecha: 2013-07-09T01:13:15-07:00*

Resumen: Almost two years ago, we announced Boot to Gecko (B2G) here on Mozilla Hacks. We discussed the aims of the project and the work we were planning to do. Today, all that work has paid off and we now have official Firefox OS devices in store! Last week the first Firefox OS phones went out […]

## 837. So You Wanna Build a Crowdfunding Site?

*Autor: Desconocido | Fecha: 2013-07-08T03:52:20-07:00*

Resumen: The tools to get funded by the crowd should belong to the crowd. That's why I want to show you how to roll your own crowdfunding site, in less than 300 lines of code. Everything in this tutorial is open source, and we'll only use other open-source technologies, such as Node.js, MongoDB, and Balanced Payments. […]

## 838. Interview with Koen Kivits, winner of the Multi-touch Dev Derby

*Autor: Desconocido | Fecha: 2013-07-05T08:00:47-07:00*

Resumen: Koen Kivits won the Multi-touch Dev Derby with TouchCycle, his wonderful TRON-inspired mobile game. Recently, I had the chance to learn more about Koen: his work, his

ambitions, and his thoughts on the future of web development. The interview How did you become interested in web development? I've been creating websites since high school, but […]
URL: https://hacks.mozilla.org/2013/07/interview-with-koen-kivits-winner-of-the-multi-touch-dev-derby/

## 839. PeerSquared – one-on-one online teaching with WebRTC
*Autor: Desconocido | Fecha: 2013-07-04T07:39:00-07:00*
Resumen: It was somewhere in the midst of 2010 when I first learned that the people at Ericson Labs were working on an 'open standards' browser implementation for P2P video chat. I was excited right away. The fact that you could only use video chat in your web browser through Flash or other plug-ins bothered me. […]
URL: https://hacks.mozilla.org/2013/07/peersquared-one-on-one-online-teaching-with-webrtc/

## 840. Firefox OS Building Blocks find a new home, and get more streamlined
*Autor: Desconocido | Fecha: 2013-07-04T01:41:28-07:00*
Resumen: One year ago we started working on what is known as "Firefox OS Building Blocks" with the idea of creating a set of reusable components in HTML/CSS which could be used to speed up markup development in pre-installed Firefox OS apps. When we started to implement the UI of Firefox OS' core apps, we soon […]
URL: https://hacks.mozilla.org/2013/07/firefox-os-building-blocks-find-a-new-home-and-get-more-streamlined/

## 841. MDN community news moving to about:community
*Autor: Desconocido | Fecha: 2013-07-03T03:02:56-07:00*
Resumen: News about the Mozilla Developer Network (MDN) community, such as doc sprints, community meetups, and so on, has a new home on the Mozilla about:community blog, in the Developer Engagement category. This category will also cover other news related to the community involved in developer engagement/relations/outreach/evangelism (whatever you want to call it) for Mozilla. Subscribe […]
URL: https://hacks.mozilla.org/2013/07/mdn-community-news-moving-to-aboutcommunity/

## 842. Building a Todo app for Firefox OS, part 2
*Autor: Desconocido | Fecha: 2013-07-02T02:26:17-07:00*
Resumen: In Part 1 we developed the UI of the Todo app for Firefox OS. In this part we will make it functional by writing JavaScript code using Backbone. The source code for the Todo app is available on GitHub NOTE: I recommend you to review Part 1 before moving on because I added an Edit […]
URL: https://hacks.mozilla.org/2013/07/building-a-todo-app-for-firefox-os-part-2/

## 843. New Features in Firefox Developer Tools: Episode 24
*Autor: Desconocido | Fecha: 2013-07-01T02:49:04-07:00*
Resumen: Releases have recently rolled, and there are a slew of new features coming to the developer tools in Firefox 24. Firefox 24 is currently in our alpha channel Firefox Aurora, and will hit the main release channel on September 17th, 2013. A little alitteration leads to lots of cool features coming this release. I'm only […]
URL: https://hacks.mozilla.org/2013/07/new-features-in-firefox-developer-tools-episode-24/

## 844. Announcing an administrative change to the Dev Derby

Resumen: Today we would like to announce an administrative change to the Dev Derby, our monthly web development contest. The day-to-day operations of the Derby have historically been overseen by just one Mozilla staff member. This worked for a while, but the scope of the project has made the approach less and less realistic over time–keeping […]
URL: https://hacks.mozilla.org/2013/06/announcing-an-administrative-change-to-the-dev-derby/

## 845. Network Monitor, now in Firefox Beta

Resumen: The Firefox Developer Tools team is particularly proud announce that Firefox 23 (in Firefox Beta, to be released today) ships with an initial but very functional Network Monitor tool that not only provides similar functionality to other tool sets, but in many improves on them. This important step is the result of lots of hard […]
URL: https://hacks.mozilla.org/2013/06/network-monitor-now-in-firefox-beta/

## 846. Announcing the winners of the April 2013 Dev Derby!

Resumen: This past April, some of the most creative web developers out there showed us what they could do with Web Workers in the April Dev Derby contest. After looking through the entries, our expert judges–James Padolsey, Janet Swisher, Maire Reavy, and Randell Jesup–decided on three winners and two runners-up. Not a contestant? There are other […]
URL: https://hacks.mozilla.org/2013/06/announcing-the-winners-of-the-april-2013-dev-derby/

## 847. My first patch for Gaia, the UI in Firefox OS

Resumen: There are many ways of contributing to the Firefox OS project and most of these ways do not involve writing code. However, if you are a developer, there is nothing as sweet and satisfying as getting your clean patch pulled into the project. With all the excitement and energy around the Firefox OS platform, I […]
URL: https://hacks.mozilla.org/2013/06/my-first-patch-for-gaia-the-ui-in-firefox-os/

## 848. WebRTC comes to Firefox

Resumen: As we mentioned in the Hacks blog back in April , WebRTC will be on by default in Firefox 22. getUserMedia (gUM) has been on by default since Firefox 20. PeerConnection and DataChannel, which enable video/audio calling and peer-to-peer data sharing, are what's new in Firefox 22 (due to be released today). WebRTC brings real-time […]
URL: https://hacks.mozilla.org/2013/06/webrtc-comes-to-firefox/

## 849. Introducing… our new evangelists

Resumen: It is with great pride that we can announce three new faces in our midst, three people Mozilla just managed to hire to do Firefox OS developer outreach. Over the next few months you will hear and read a lot from these, that's why we thought we start by introducing them with some short interviews. […]
URL: https://hacks.mozilla.org/2013/06/introducing-our-new-evangelists/

## 850. Firefox OS for developers – the platform HTML5 deserves

*Autor: Desconocido | Fecha: 2013-06-20T14:19:30-07:00*

Resumen: Over the next few weeks we will publish a series of short videos here that explain what Firefox OS means for developers and how you can be part of the revolution it brings to the world. In various conversations we've repeatedly heard from developers that they view Firefox OS as simply a third player in […]

URL: https://hacks.mozilla.org/2013/06/firefox-os-for-developers-the-platform-html5-deserves/

## 851. Updating and Tweaking your Firefox OS Developer Preview phone/ Geeksphone

*Autor: Desconocido | Fecha: 2013-06-19T05:07:13-07:00*

Resumen: Developer Preview editions of the Firefox OS phone are now becoming widely available to the community, mainly through Geeksphone. Since these are for developers, naturally we want to encourage you to tinker and play with them as much as possible! In this post we will cover some basic tips on how to keep your phone […]

URL: https://hacks.mozilla.org/2013/06/updating-and-tweaking-your-firefox-os-developer-preview-phonegeeksphone/

## 852. Compete in the "Amp Your Firefox" Add-ons Contest

*Autor: Desconocido | Fecha: 2013-06-13T00:07:10-07:00*

Resumen: People love their add-ons—85% of Firefox users have them installed, and there have been over 3 billion downloads since they revolutionized browsing in 2004. There are add-ons for almost everything under the sun: fun, productivity, personalization, even for making tea. Between June 13 – July 18, 2013, we challenge you to delight these fans by […]

URL: https://hacks.mozilla.org/2013/06/compete-in-the-amp-your-firefox-add-ons-contest/

## 853. May MDN sprint wrap-up

*Autor: Desconocido | Fecha: 2013-06-07T07:59:28-07:00*

Resumen: Here are some of the high points from the MDN sprint that took place last weekend, May 31st and June 1st. New content Mixed security content blocking is now turned on by default in Firefox Aurora. David Bruant and Xavier Borderie improved the Mixed content page and David created How to fix a website with […]

URL: https://hacks.mozilla.org/2013/06/may-mdn-sprint-wrap-up/

## 854. Building a simple paint game with HTML5 Canvas and Vanilla JavaScript

*Autor: Desconocido | Fecha: 2013-06-05T23:47:42-07:00*

Resumen: When the talk is about HTML5 Canvas you mostly hear about libraries to make it work for legacy browsers, performance tricks like off-screen Canvas and ways to draw and animate sprites and tiles. This is only one part of Canvas, though. On the lowest level, Canvas is a way to manipulate pixels of a portion […]

URL: https://hacks.mozilla.org/2013/06/building-a-simple-paint-game-with-html5-canvas-and-vanilla-javascript/

## 855. The Proximity API

*Autor: Desconocido | Fecha: 2013-06-05T03:54:04-07:00*

Resumen: Something that's very nice with bringing the web to the mobile platform with Firefox OS and WebAPIs is the ability to connect more into the physical world. One part there is the Proximity API, which is also a W3C Working Draft – Proximity Events. What it is The API is

about detecting how close the […]
URL: https://hacks.mozilla.org/2013/06/the-proximity-api/


## 856. Building a Todo app for Firefox OS, part 1

*Autor: Desconocido | Fecha: 2013-06-04T01:21:23-07:00*

Resumen: This is the first part out of two in a tutorial series where we will build a Todo app for Firefox OS from scratch. I assume you have some understanding of HTML5, CSS3, JavaScript, jQuery/Zepto, and Backbone.js. In this part we will handcraft a properly structured and semantic UI of a Todo app using best […]
URL: https://hacks.mozilla.org/2013/06/building-a-todo-app-for-firefox-os-part-1/


## 857. MDN sprint for better web tech resources — join in!

*Autor: Desconocido | Fecha: 2013-05-31T00:35:10-07:00*

Resumen: MDN is one of our most important resources, and the core of knowledge and sharing for developers around the world. Additionally, it's one of the vital cornerstones for all information we share at Mozilla Hacks, so in whatever way you can take part, it is highly appreciated. – Editor's note Over on the Mozilla Developer […]
URL: https://hacks.mozilla.org/2013/05/mdn-sprint-for-better-web-tech-resources-join-in/


## 858. Optimizing your JavaScript game for Firefox OS

*Autor: Desconocido | Fecha: 2013-05-30T01:08:34-07:00*

Resumen: When developing on a quad core processor with 16 gigabytes of RAM you can easily forget to consider how it will perform on a mobile device. This article will detail some best practices and things to consider for moving a game to Firefox OS or any similar hardware target. Making the best of 256 Mb […]
URL: https://hacks.mozilla.org/2013/05/optimizing-your-javascript-game-for-firefox-os/


## 859. Content Security Policy 1.0 lands in Firefox Aurora

*Autor: Desconocido | Fecha: 2013-05-29T02:05:59-07:00*

Resumen: The information in this article is based on work together with Ian Melven, Kailas Patil and Tanvi Vyas. We have just landed support for the Content Security Policy (CSP) 1.0 specification in Firefox Aurora (Firefox 23), available as of tomorrow (May 30th). CSP is a security mechanism that aims to protect a website against content […]
URL: https://hacks.mozilla.org/2013/05/content-security-policy-1-0-lands-in-firefox-aurora/


## 860. Compiling to JavaScript, and Debugging with Source Maps

*Autor: Desconocido | Fecha: 2013-05-22T01:16:40-07:00*

Resumen: Update 2013/05/29: I have updated the article to reflect recent changes in the source map specification where the //@ syntax for linking a source map to a script has been deprecated in favor of //# due to problems with Internet Explorer. This is a tutorial on how to write a compiler which generates JavaScript as […]
URL: https://hacks.mozilla.org/2013/05/compiling-to-javascript-and-debugging-with-source-maps/


## 861. Introducing AWSBOX, the DiY PaaS for Node.JS – A Node.js holiday season, part 12

*Autor: Desconocido | Fecha: 2013-05-21T12:44:47-07:00*

Resumen: This is episode 12, out of a total 12, in the A Node.JS Holiday Season series from Mozilla's Identity team. It's the last part, and covers awsbox. Once you've written a server in Node.js, how do you deploy it? Instead of using a pre-existing "Platform as a Service" (PaaS) provider, the Identity team at Mozilla […]
URL: https://hacks.mozilla.org/2013/05/introducing-awsbox-the-diy-paas-for-node-js-a-node-js-holiday-season-part-12/

## 862. Firefox Developer Tool Features for Firefox 23
*Autor: Desconocido | Fecha: 2013-05-21T02:07:15-07:00*
Resumen: Another uplift has left the building and it's time to take a look at what's in Firefox Developer Tools in Firefox 23 currently Aurora, our pre-beta channel. You can download it from the Aurora Download page today. Firefox 23 is currently scheduled to hit the release channel on Tuesday August 6th, 2013. Episode XXIII is […]
URL: https://hacks.mozilla.org/2013/05/firefox-developer-tool-features-for-firefox-23/

## 863. Building a Notes App with IndexedDB, Redis and Node.js
*Autor: Desconocido | Fecha: 2013-05-16T14:03:33-07:00*
Resumen: In this post, I'll be talking about how to create a basic note-taking app that syncs local and remote content if you are online and defaults to saving locally if offline. Using Redis on the server-side When adding records in Redis, we aren't working with a relational database like in MySQL or PostgreSQL. We are […]
URL: https://hacks.mozilla.org/2013/05/building-a-notes-app-with-indexeddb-redis-and-node-js/

## 864. Pushing Firefox OS Apps to the Geeksphone
*Autor: Desconocido | Fecha: 2013-05-14T12:38:51-07:00*
Resumen: A push to device feature was added in the 3.0 release of the Firefox OS Simulator. This feature allows web apps to be pushed to a connected device by clicking one button in the Simulator Dashboard. Availability of the Developer Preview Phone from Geeksphone has raised interest in the feature, so this post will detail […]
URL: https://hacks.mozilla.org/2013/05/pushing-firefox-os-apps-to-the-geeksphone/

## 865. Speed Up App Development with X-Tag and Web Components
*Autor: Desconocido | Fecha: 2013-05-13T13:27:11-07:00*
Resumen: In the last few years we've witnessed an evolution in what 'app' means to both developers and consumers. The word app evokes the idea of a rich, task-oriented user experience with highly optimized user interface that responds to its environment and can be used on an array of common devices. In order to make development […]
URL: https://hacks.mozilla.org/2013/05/speed-up-app-development-with-x-tag-and-web-components/

## 866. Phones for Apps for Firefox OS
*Autor: Desconocido | Fecha: 2013-05-09T07:38:13-07:00*
Resumen: Update: Today, Wednesday, June 19, we began inviting app developers with winning Firefox OS app proposals to join the Phones for Apps program. We will begin shipping Geeksphones to app developers who've committed to building and porting apps for Firefox OS. Congratulations. Thanks to everyone who participated by sending a proposal. The open mobile web […]
URL: https://hacks.mozilla.org/2013/05/phones-for-apps-for-firefox-os/

## 867. Embedding WebRTC Video Chat Right Into Your Website

*Autor: Desconocido | Fecha: 2013-05-07T06:05:58-07:00*

Resumen: Most of you remember the Hello Chrome, it's Firefox calling! blog post right here in Mozilla Hacks demonstrating WebRTC video chat between Firefox and Chrome. It raised a lot of attention. Since then we here at Fresh Tilled Soil have seen a tremendous amount of startups and companies which have sprung up building products based […]

URL: https://hacks.mozilla.org/2013/05/embedding-webrtc-video-chat-right-into-your-website/

## 868. How to Spread The Word About Your Code

*Autor: Desconocido | Fecha: 2013-05-06T05:58:01-07:00*

Resumen: You spent an entire weekend building a library, jQuery plugin, build tool, or other great piece of code you wanted to share far and wide, but after some tweets and a failed attempt to make the front page of Hacker News, your creation languished, unloved, in a GitHub repo. A common situation for many developers […]

URL: https://hacks.mozilla.org/2013/05/how-to-spread-the-word-about-your-code/

## 869. Firefox OS Simulator 3.0 released

*Autor: Desconocido | Fecha: 2013-05-02T10:31:54-07:00*

Resumen: About 6 weeks ago, we wrote about the preview of Firefox OS Simulator 3.0 and now we're happy to release it! New features In our preview coverage, we listed the new features for this version: Push to Device Rotation simulation Basic geolocation API simulation Manifest validation Stability fixes for installation and updates to apps Newer […]

URL: https://hacks.mozilla.org/2013/05/firefox-os-simulator-3-0-released/

## 870. Announcing the winners of the March 2013 Dev Derby!

*Autor: Desconocido | Fecha: 2013-05-01T08:41:41-07:00*

Resumen: This past March, some of the most creative web developers out there showed us what they could do for the mobile Web in the March Dev Derby contest. After looking through the entries, our our three expert judges–Craig Cook, Franck Lecollinet, and Guillaume Lecollinet–decided on three winners and two runners-up. Not a contestant? There are […]

URL: https://hacks.mozilla.org/2013/05/announcing-the-winners-of-the-march-2013-dev-derby/

## 871. Localization in Action, part 3 of 3 – A Node.js holiday season, part 11

*Autor: Desconocido | Fecha: 2013-04-30T08:58:21-07:00*

Resumen: This is episode 11, out of a total 12, in the A Node.JS Holiday Season series from Mozilla's Identity team. It's the last part about localization, hopefully making you feel all ready to handle that now! Using Our Strings So first we added the i18n-abide module to our code, then our Localization (L10n) team did […]

URL: https://hacks.mozilla.org/2013/04/localization-in-action-part-3-of-3-a-node-js-holiday-season-part-11/

## 872. Web Payments with PaySwarm: Purchasing (part 3 of 3)

*Autor: Desconocido | Fecha: 2013-04-30T04:00:54-07:00*

Resumen: The Promise of Web Payments The first and second articles in this series outlined how PaySwarm is designed to transmit and receive funds with the same ease as sending and receiving an email. The articles went on to explain how making the tools that have been traditionally only available to banks, Wall Street, and large […]

URL: https://hacks.mozilla.org/2013/04/web-payments-with-payswarm-purchasing-part-3-of-3/

## 873. Mozilla Persona for the non-web

*Autor: Desconocido | Fecha: 2013-04-29T02:19:23-07:00*

Resumen: My good friend Nico Williams reckons that HTTP is the new TCP, and TCP the new IP. If this is the case, then perhaps the rest of this article isn't worth reading. However, not every application – particularly in the slower-moving corporate world – is going to move to the web overnight, and even though […]

URL: https://hacks.mozilla.org/2013/04/mozilla-persona-for-the-non-web/

## 874. HiDPI support, HTML5 notifications, Parallel JS, asm.js and more – Firefox Development Highlights

*Autor: Desconocido | Fecha: 2013-04-25T10:37:29-07:00*

Resumen: Time for another look at the latest developments with Firefox. This is part of our Bleeding Edge and Firefox Development Highlights series, and most examples only work in Firefox Nightly (and could be subject to change). HiDPI support We're happy to say that ico/icns with multiple images are now supported: the highest resolution icon is […]

URL: https://hacks.mozilla.org/2013/04/hidpi-support-html5-notifications-parallel-js-asm-js-and-more-firefox-development-highlights/

## 875. Web Payments with PaySwarm: Assets and Listings (part 2 of 3)

*Autor: Desconocido | Fecha: 2013-04-23T22:58:43-07:00*

Resumen: The Promise of Web Payments The first article in this series on PaySwarm outlined how the technology is designed to transmit and receive funds with the same ease as sending and receiving an email. It went on to explain how taking the tools that have been traditionally only available to banks, Wall Street, and large […]

URL: https://hacks.mozilla.org/2013/04/payswarm-part-2/

## 876. Geeksphone to start selling Firefox OS Developer Preview phones on April 23

*Autor: Desconocido | Fecha: 2013-04-22T16:27:30-07:00*

Resumen: Mozilla, Geeksphone and Telefonica have been working together to create a Firefox OS developer preview phone, and we're excited to say they will go on sale April 23rd. With early access to hardware, developers can test the capabilities of Firefox OS in a real environment with a mobile network and true hardware characteristics like the […]

URL: https://hacks.mozilla.org/2013/04/geeksphone-to-start-selling-firefox-os-developer-preview-phones/

## 877. The concepts of WebGL

*Autor: Desconocido | Fecha: 2013-04-22T00:58:03-07:00*

Resumen: This post is not going to be yet another WebGL tutorial: there already are enough great ones (we list some at the end). We are just going to introduce the concepts of WebGL, which are basically just the concepts of any general, low-level graphics API (such as OpenGL or Direct3D), to a target audience of […]

URL: https://hacks.mozilla.org/2013/04/the-concepts-of-webgl/

## 878. WebRTC Update: Our first implementation will be in release soon. Welcome to the Party! But Please Watch Your Head.

*Autor: Desconocido | Fecha: 2013-04-18T02:18:56-07:00*

Resumen: I want to share some useful and exciting updates on Firefox's WebRTC implementation and provide a sneak peak at some of our plans for WebRTC moving forward. I'll

then ask Adam Roach, who has worked in the VoIP/SIP space on IETF standards for over a decade and who joined the Mozilla WebRTC in November, to […]
URL: https://hacks.mozilla.org/2013/04/webrtc-update-our-first-implementation-will-be-in-release-soon-welcome-to-the-party-but-please-watch-your-head/


## 879. Localization community, tools & process, part 2 of 3 – A Node.js holiday season, part 10

*Autor: Desconocido | Fecha: 2013-04-16T10:48:03-07:00*

Resumen: This is episode 10, out of a total 12, in the A Node.JS Holiday Season series from Mozilla's Identity team. Let's talk some more localization! In our previous post "How to Localize Your Node.js service", we learned how to add i18n-abide to our code. We wrapped strings in both templates and JavaScript files. As developers, […]
URL: https://hacks.mozilla.org/2013/04/localization-community-tools-process-part-2-of-3-a-node-js-holiday-season-part-10/


## 880. Web Payments with PaySwarm: Identity (part 1 of 3)

*Autor: Desconocido | Fecha: 2013-04-16T01:20:51-07:00*

Resumen: The Promise of Web Payments The Web has fundamentally transformed the way we publish and interact with information. However, the way we reward people for creating that content has not changed. The Web's foundation was not built to transmit and receive funds with the same ease as sending and receiving an email. Making payments on […]
URL: https://hacks.mozilla.org/2013/04/web-payments-with-payswarm-identity-part-1-of-3/


## 881. Developer Tools Update – Firefox 22

*Autor: Desconocido | Fecha: 2013-04-11T02:15:56-07:00*

Resumen: This is the first in a series of posts published on or about the time a new Firefox version graduates from 'Nightly' status and becomes Firefox Aurora. We think that is the absolute best time to let you know about all the cool new developer-related features that have landed in the last 6 weeks, and […]
URL: https://hacks.mozilla.org/2013/04/developer-tools-update-firefox-22/


## 882. Persona Beta 2 launch

*Autor: Desconocido | Fecha: 2013-04-09T08:07:43-07:00*

Resumen: Mozilla Persona is an open authentication system that lets you implement sign-in on your site in an afternoon. Today, Persona Beta 2 was released, including a feature called "Identity Bridging" that lets hundreds of millions of users sign into sites supporting Persona with no new username and no new password. The announcement video gives you […]
URL: https://hacks.mozilla.org/2013/04/persona-beta-2-launch/


## 883. Detecting touch: it's the 'why', not the 'how'

*Autor: Desconocido | Fecha: 2013-04-09T05:47:59-07:00*

Resumen: One common aspect of making a website or application "mobile friendly" is the inclusion of tweaks, additional functionality or interface elements that are particularly aimed at touchscreens. A very common question from developers is now "How can I detect a touch-capable device?" Feature detection for touch Although there used to be a few incompatibilities and […]
URL: https://hacks.mozilla.org/2013/04/detecting-touch-its-the-why-not-the-how/

## 884. Ambient Light Events and JavaScript detection

*Autor: Desconocido | Fecha: 2013-04-08T06:43:17-07:00*

Resumen: I think that one of the most interesting things with all WebAPIs we're working on, is to interact directly with the hardware through JavaScript, but also, as an extension to that, with the environment around us. Enter Ambient Light Events. The idea with an API for ambient light is to be able to detect the […]

URL: https://hacks.mozilla.org/2013/04/ambient-light-events-and-javascript-detection/


## 885. Introducing navigator.mozPay() For Web Payments

*Autor: Desconocido | Fecha: 2013-04-04T00:15:36-07:00*

Resumen: What's wrong with payments on the web? Any website can already host a shopping cart and take credit card payments or something similar. The freedom of today's web supports many business models. Here's what's wrong: Users cannot choose how to pay; they have to select from one of the pre-defined options. In most cases, the […]

URL: https://hacks.mozilla.org/2013/04/introducing-navigator-mozpay-for-web-payments/


## 886. A Social-aware Dashboard Experience with Gecko in Walls

*Autor: Desconocido | Fecha: 2013-04-03T05:53:36-07:00*

Resumen: This article covers a Web project that rethinks how TV appliances can be used in public spaces for real-time content and interaction with social networks. Tela Social is a powered by Mozilla system application that runs in Linux appliances and creates a visual experience that presents custom and interactive content with real time data using […]

URL: https://hacks.mozilla.org/2013/04/a-social-aware-dashboard-experience-with-gecko-in-walls/


## 887. Localize Your Node.js Service, part 1 of 3 – A Node.js holiday season, part 9

*Autor: Desconocido | Fecha: 2013-04-02T09:28:33-07:00*

Resumen: This is episode 9, out of a total 12, in the A Node.JS Holiday Season series from Mozilla's Identity team. Now it's time to delve into localization! Did you know that Mozilla's products and services are localized into into as many as 90 languages? The following are just a few examples of localization: Text translated […]

URL: https://hacks.mozilla.org/2013/04/localize-your-node-js-service-part-1-of-3-a-node-js-holiday-season-part-9/


## 888. Serving Backbone for Robots & Legacy Browsers

*Autor: Desconocido | Fecha: 2013-04-02T00:46:21-07:00*

Resumen: I like the Single Page Application model and Backbone.js, because I get it. As a former Java developer, I am used to object oriented coding and events for messaging. Within our HTML5 consultancy, SC5, Backbone has become almost a synonym for single page applications, and it is easy to move between projects because everybody gets […]

URL: https://hacks.mozilla.org/2013/04/serving-backbone-for-robots-legacy-browsers/


## 889. Announcing the winners of the February 2013 Dev Derby!

*Autor: Desconocido | Fecha: 2013-03-29T16:31:54-07:00*

Resumen: Last month, some of the most creative web developers out there pushed the limits of touch events and multi-touch interaction in the February Dev Derby contest. After looking through the entries, our three expert judges–Franck Lecollinet, Guillaume Lecollinet, and (filling in for Craig Cook this month) yours truly–decided on three winners and two runners-up. Not […]

URL: https://hacks.mozilla.org/2013/03/announcing-the-winners-of-the-february-2013-dev-derby/

## 890. Short sweet doc sprint for March

*Autor: Desconocido | Fecha: 2013-03-29T00:30:03-07:00*

Resumen: This past weekend, a small band of hardy MDN contributors pitched in for the first of a monthly series of doc sprints. This sprint was organized on fairly short notice, yet a significant amount of work was accomplished. Web standards docs Jérémie Patonnier created a bunch of API reference pages for MozMobileConnection, and SVG attributes [...]

URL: https://hacks.mozilla.org/2013/03/short-sweet-doc-sprint-for-march/

## 891. Gameleon and the map editor – a WebFWD project

*Autor: Desconocido | Fecha: 2013-03-27T22:56:11-07:00*

Resumen: More than 9 months ago, we were working on a web game, having all the nice HTML5 stuff like Canvas, WebSocket, CSS3. We were playing a lot with experimental code in NodeJS and Redis. We had all the nice scripts and plugins and quite a good architecture to make the game possible. We lacked one [...]

URL: https://hacks.mozilla.org/2013/03/gameleon-and-the-map-editor-a-webfwd-project/

## 892. WebRTC Data Channels for Great Multiplayer

*Autor: Desconocido | Fecha: 2013-03-27T10:03:05-07:00*

Resumen: WebRTC is getting great press lately for it's amazing applications in voice and video communication. But did you know that WebRTC also has support for peer-to-peer data? Below I'll talk about the 'what' and 'how' of data channels, and then I'll show you how we're using them in BananaBread to support peer-to-peer multiplayer.

URL: https://hacks.mozilla.org/2013/03/webrtc-data-channels-for-great-multiplayer/

## 893. How to install packaged apps in Firefox OS – options and tools

*Autor: Desconocido | Fecha: 2013-03-27T02:20:22-07:00*

Resumen: I thought this would be a good time to show the options for developers how to install packaged apps, and as an extension to that, installing them on an actual Firefox OS device (more on Open Web apps, if it's new to you). Why a packaged app? First and foremost, a packaged app is where [...]

URL: https://hacks.mozilla.org/2013/03/how-to-install-packaged-apps-in-firefox-os-options-and-tools/

## 894. Notes on developing an API – Mobozi, a WebFWD project

*Autor: Desconocido | Fecha: 2013-03-26T09:56:25-07:00*

Resumen: HTML5 has made it easy to do a lot of really cool stuff on the mobile web, but one thing that is still pretty difficult is dealing with photos. Android has supported access to the device camera via the File API since version 3.0 and iOS opened it up last Fall with iOS 6. Allowing [...]

URL: https://hacks.mozilla.org/2013/03/notes-on-developing-an-api-mobozi-a-webfwd-project/

## 895. Adding cursor swipe to the Firefox OS keyboard

*Autor: Desconocido | Fecha: 2013-03-26T01:23:37-07:00*

Resumen: In this article we will take a look at how to approach adding features to a core component in the system such as the input keyboard. It turns out it is pretty easy! Before we start, take a look at this concept video from Daniel Hooper to get an idea of what we want to [...]

URL: https://hacks.mozilla.org/2013/03/adding-cursor-swipe-to-the-firefox-os-keyboard/

## 896. Announcing Firefox OS App Workshops

*Autor: Desconocido | Fecha: 2013-03-25T07:23:03-07:00*

Resumen: Madrid, Bogotá, Warsaw & Beyond Firefox OS phones will be available to consumers in several countries this summer, and they will be looking for great apps to install from Firefox Marketplace. If you know how to build mobile app experiences with HTML5 and JavaScript, we're looking for you—especially if you'd like to develop apps in […]

URL: https://hacks.mozilla.org/2013/03/firefox-os-app-workshops/


## 897. Making WebRTC Simple with conversat.io

*Autor: Desconocido | Fecha: 2013-03-21T02:16:33-07:00*

Resumen: WebRTC is awesome, but it's a bit unapproachable. Last week, my colleagues and I at &yet released a couple of tools we hope will help make it more tinkerable and pose a real risk of actually being useful. As a demo of these tools, we very quickly built a simple product called conversat.io that lets […]

URL: https://hacks.mozilla.org/2013/03/making-webrtc-simple-with-conversat-io/


## 898. Firefox Developer Tools work week wrap-up

*Autor: Desconocido | Fecha: 2013-03-20T02:48:37-07:00*

Resumen: Last week in Sunnyvale we had the first Developer Tools work week to include the recently-integrated Jetpack team ( for a slightly different take on the week, see Paul's post. ). And what a week! I was a bit shocked by how many things I thought were just interesting ideas suddenly became real things that […]

URL: https://hacks.mozilla.org/2013/03/firefox-developer-tools-work-week-wrap-up/


## 899. Fantastic front end performance, part 3 – Big performance wins by optimizing fonts – A Node.js holiday season, part 8

*Autor: Desconocido | Fecha: 2013-03-19T08:35:11-07:00*

Resumen: This is episode 8, out of a total 12, in the A Node.JS Holiday Season series from Mozilla's Identity team. Today we're talking even more front end performance! We reduced Persona's font footprint 85%, from 300 KB to 45 KB, using font subsetting. This post outlines exactly how we implemented these performance improvements, and gives […]

URL: https://hacks.mozilla.org/2013/03/fantastic-front-end-performance-part-3-big-performance-wins-by-optimizing-fonts-a-node-js-holiday-season-part-8/


## 900. Capturing – Improving Performance of the Adaptive Web

*Autor: Desconocido | Fecha: 2013-03-19T00:57:51-07:00*

Resumen: Responsive design is now widely regarded as the dominant approach to building new websites. With good reason, too: a responsive design workflow is the most efficient way to build tailored visual experiences for different device screen sizes and resolutions. Responsive design, however, is only the tip of the iceberg when it comes to creating a […]

URL: https://hacks.mozilla.org/2013/03/capturing-improving-performance-of-the-adaptive-web/


## 901. Learn and share about new topics every month on MDN

*Autor: Desconocido | Fecha: 2013-03-15T01:58:00-07:00*

Resumen: Did you have "expand my technical knowledge" as one of your New Year's resolutions a few months ago? How's that going? How about setting aside a day, or just a few hours, once a month, to teach yourself about a topic related to Web development, and share

what you've learned with others? Wouldn't it be […]
URL: https://hacks.mozilla.org/2013/03/learn-and-share-about-new-topics-every-month-on-mdn/


## 902. Firefox OS Simulator – previewing version 3.0

*Autor: Desconocido | Fecha: 2013-03-13T07:58:19-07:00*

Resumen: Three months ago we were proud to release the 1.0 version of the Firefox OS Simulator. We've made a lot of progress since, and version 2.0 came out about a month ago (latest official version). Now, moving forward, we'd like to present and introduce you to a preview of the upcoming 3.0 version! We discussed […]
URL: https://hacks.mozilla.org/2013/03/firefox-os-simulator-previewing-version-3-0/


## 903. Font Inspector and <time> and <data> elements – Firefox Development Highlights

*Autor: Desconocido | Fecha: 2013-03-13T00:31:01-07:00*

Resumen: Time for another look at the latest developments with Firefox. This is part of our Bleeding Edge and Firefox Development Highlights series, and most examples only work in Firefox Nightly (and could be subject to change). Font Inspector A Font Inspector is now available in the Firefox DevTools. In the Firefox Inspector, a "Fonts" panel […]
URL: https://hacks.mozilla.org/2013/03/font-inspector-and-elements-firefox-development-highlights/


## 904. Building User-Extensible Webapps with Local

*Autor: Desconocido | Fecha: 2013-03-12T07:28:25-07:00*

Resumen: In an interview with Andrew Binstock in 2012, Alan Kay described the browser as "a joke." If that surprises you, you'll be glad to know that Mr. Binstock was surprised as well. Part of the problem Kay pointed out is well-known: feature-set. Browsers are doing today what word-processors and presentation tools have done for decades. […]
URL: https://hacks.mozilla.org/2013/03/building-user-extensible-webapps-with-local/


## 905. Shiva – More than a RESTful API to your music collection

*Autor: Desconocido | Fecha: 2013-03-11T07:07:55-07:00*

Resumen: Music for me is not only part of my daily life, it is an essential part. It helps me concentrate, improves my mood, distracts me and/or helps me relax. This is true for most (if not all) people. The lack of music or the wrong selection of tunes can have the complete opposite effect, it has […]
URL: https://hacks.mozilla.org/2013/03/shiva-more-than-a-restful-api-to-your-music-collection/


## 906. Google and MPEG LA Agree, Free VP8

*Autor: Desconocido | Fecha: 2013-03-07T22:50:18-08:00*

Resumen: Today Google and the MPEG LA jointly announced a licensing agreement with 11 companies to protect all users of the VP8 video codec. With the agreement in place, developers can make great sites with WebM without fear of legal retribution. As a quick refresher, MPEG LA licenses the patents needed for many common, proprietary video […]
URL: https://hacks.mozilla.org/2013/03/google-and-mpeg-la-announce-agreement/


## 907. Firefox OS support lands in EnyoJS 2.2

*Autor: Desconocido | Fecha: 2013-03-06T05:59:36-08:00*

Resumen: Originally the app framework for HP webOS, the Enyo framework has since evolved into a full-featured cross-platform cross-device HTML5 framework for the modern web developer. Following the philosophy of reusing code and rapid quality development, Enyo uses an object-oriented encapsulation model, where you build components you can move around, extend upon, and reuse in a […]
URL: https://hacks.mozilla.org/2013/03/firefox-os-support-lands-in-enyojs-2-2/

## 908. Taming Configurations with node-convict – A Node.JS Holiday Season, part 7
*Autor: Desconocido | Fecha: 2013-03-05T14:31:21-08:00*
Resumen: This is episode 7, out of a total 12, in the A Node.JS Holiday Season series from Mozilla's Identity team. Today it's time to talk about configuration. In this installment of "A Node.JS Holiday Season" series we'll take a look at node-convict, a tool that helps manage the configuration of node.js applications. It provides transparent […]
URL: https://hacks.mozilla.org/2013/03/taming-configurations-with-node-convict-a-node-js-holiday-season-part-7/

## 909. Announcing the winners of the January 2013 Dev Derby!
*Autor: Desconocido | Fecha: 2013-03-01T18:57:58-08:00*
Resumen: This past January, creative web developers from around the world showed us what they could do with drag and drop interaction in the January Dev Derby contest. After looking through the entries, our three new expert judges–Craig Cook, Franck Lecollinet, and Guillaume Lecollinet–decided on four winners and two runners-up. Not a contestant? There are other […]
URL: https://hacks.mozilla.org/2013/03/announcing-the-winners-of-the-january-2013-dev-derby/

## 910. Building A Paid App For Firefox OS
*Autor: Desconocido | Fecha: 2013-02-27T07:38:09-08:00*
Resumen: At first glance the Firefox Marketplace for Firefox OS may look similar to the Apple Store or Google Play Store but there is a key difference: it does not lock you into Mozilla or lock you into your Firefox OS phone. It enables you to sell a web app that will run on any open […]
URL: https://hacks.mozilla.org/2013/02/building-a-paid-app-for-firefox-os/

## 911. Finding Words by Synonym with Cinnamon.js
*Autor: Desconocido | Fecha: 2013-02-26T11:34:05-08:00*
Resumen: There are only two hard things in Computer Science: cache invalidation and naming things. — Phil Karlton Naming things in web development is hard too, from evolving CSS classes to headers and links. From the perspective of information architecture, headers and links serve as visual waypoints, helping users build mental models of a site and […]
URL: https://hacks.mozilla.org/2013/02/finding-words-by-synonym-with-cinnamon-js/

## 912. Simplifying audio in the browser
*Autor: Desconocido | Fecha: 2013-02-21T01:48:22-08:00*
Resumen: The last few years have seen tremendous gains in the capabilities of browsers, as the latest HTML5 standards continue to get implemented. We can now render advanced graphics on the canvas, communicate in real-time with WebSockets, access the local filesystem, create offline apps and more. However, the one area that has lagged behind is audio. […]
URL: https://hacks.mozilla.org/2013/02/simplifying-audio-in-the-browser/

## 913. Mozilla at Mobile World Congress & WIPJam

*Autor: Desconocido | Fecha: 2013-02-20T09:40:12-08:00*

Resumen: It's getting close to the end of February, and Mozilla is once again gearing up for Mobile World Congress (MWC). Last year, we made a splash talking about HTML5 and Boot to Gecko, and this year we're back and bigger than ever, with a booth in the AppPlanet hall where we will be doing a […]

URL: https://hacks.mozilla.org/2013/02/mozilla-at-mobile-world-congress-wipjam/

## 914. WebRTC enabled, H.264/MP3 support in Win 7 on by default, Metro UI for Windows 8 + more – Firefox Development Highlights

*Autor: Desconocido | Fecha: 2013-02-20T02:09:40-08:00*

Resumen: Time again for looking at the latest progress with Firefox. These posts are part of our Bleeding Edge and Firefox Development Highlights series – take note that most examples only work in Firefox Nightly (and could be subject to change). WebRTC enabled by default Previously, you needed to go to about:config in Firefox and set […]

URL: https://hacks.mozilla.org/2013/02/webrtc-enabled-h-264mp3-support-in-win-7-on-by-default-metro-ui-for-windows-8-more-firefox-development-highlights/

## 915. Fantastic front-end performance, part 2: caching dynamic content with etagify – A Node.JS Holiday Season, part 6

*Autor: Desconocido | Fecha: 2013-02-19T08:45:15-08:00*

Resumen: This is episode 6, out of a total 12, in the A Node.JS Holiday Season series from Mozilla's Identity team. Today it's time for the second part about front end performance. You might know that Connect puts ETags on static content, but not dynamic content. Unfortunately, if you dynamically generate i18n versions of static pages, […]

URL: https://hacks.mozilla.org/2013/02/fantastic-front-end-performance-in-node-part-2-a-node-js-holiday-season-part-6/

## 916. Firefox OS Building Blocks to the rescue

*Autor: Desconocido | Fecha: 2013-02-18T05:35:23-08:00*

Resumen: Some months ago we started thinking how could we reuse visual components inside Firefox OS, both to help designers create new apps in a consistent way and also to help developers share some markup. The UX team reviewed hundreds of generated screens to create a set of all components called Common Controls (Kudos to Sergi […]

URL: https://hacks.mozilla.org/2013/02/firefox-os-building-blocks-to-the-rescue/

## 917. Subtome: a better subscribe button

*Autor: Desconocido | Fecha: 2013-02-15T03:04:50-08:00*

Resumen: One of the most common features of web apps is the ability to subscribe: Most news websites or blogs have RSS feeds that enable users to subscribe to upcoming posts and articles in their favorite readers. Social web applications such as Twitter, Tumblr or Instagram allow you to follow other users. Github allows you to […]

URL: https://hacks.mozilla.org/2013/02/subtome-a-better-subscribe-button/

## 918. Responsive Web Typography with WebRTC

*Autor: Desconocido | Fecha: 2013-02-14T03:55:36-08:00*

Resumen: I love where emerging web technologies — such as WebRTC (Web Real-Time

Communication) and WebAPI — are headed, because they make it possible to use various parts of hardware that already exist inside our computers, tablets and smartphones to improve the user experience. Responsive Typography with WebRTC is yet another example of a simple concept […]
URL: https://hacks.mozilla.org/2013/02/responsive-web-typography-with-webrtc/

## 919. Cross-browser camera capture with getUserMedia/WebRTC

*Autor: Desconocido | Fecha: 2013-02-13T05:00:53-08:00*

Resumen: Overview With Firefox adding support for getUserMedia, three of the major desktop browsers now have the ability to get data from cameras without the use of plugins. As it's still early days, however, the implementations differ slightly between browsers. Below is an example of how to work around these differences and a script to do […]
URL: https://hacks.mozilla.org/2013/02/cross-browser-camera-capture-with-getusermediawebrtc/

## 920. Firefox OS App Days: It's a Wrap!

*Autor: Desconocido | Fecha: 2013-02-08T07:00:12-08:00*

Resumen: Over the last few weeks, Mozilla sponsored a worldwide series of hack days for developers to learn about creating apps for Firefox OS. Dubbed "Firefox OS App Days," the events took place in more than 25 locales around the world, starting on 19 January in Mountain View, California and ending on 2 February in Berlin, […]
URL: https://hacks.mozilla.org/2013/02/firefox-os-app-days-its-a-wrap/

## 921. Using WebAPIs to make the web layer more capable

*Autor: Desconocido | Fecha: 2013-02-07T06:36:21-08:00*

Resumen: Part of making both Firefox OS and the web as a platform a stronger layer and alternative for developers, we are working on a number of WebAPIs. I'd like to introduce you them here! Many things covered in this blog post are also available in a talk I've given on this topic. Standardization When you […]
URL: https://hacks.mozilla.org/2013/02/using-webapis-to-make-the-web-layer-more-capable/

## 922. Defending Opus

*Autor: Avatar photo | Fecha: 2013-02-06T06:48:31-08:00*

Resumen: On January 18th, France Telecom filed an IPR disclosure against Opus citing a single patent under non-royalty free terms. This raises a key question – what impact does this have on Opus? A close evaluation indicates that it has no impact on the Opus specification in any way. Summary: A careful reading of the FT […]
URL: https://hacks.mozilla.org/2013/02/defending-opus/

## 923. Wercker – Continuous Delivery Made Easy – a webFWD project

*Autor: Desconocido | Fecha: 2013-02-06T02:40:35-08:00*

Resumen: There is a great quote by Marc Andreessen who said that "software is eating the world". What Marc means by this is that software is defining every industry we know; we're no longer buying records at our local retailer but stream them via Rdio or Spotify. Skype is now the largest telecommunications provider and we're […]
URL: https://hacks.mozilla.org/2013/02/wercker-continuous-delivery-made-easy-a-webfwd-project/

## 924. Getting started with Open Web Apps – why and how

*Autor: Desconocido | Fecha: 2013-02-05T06:52:45-08:00*

Resumen: We've been talking a lot about Open Web Apps, Firefox OS and more here lately, and I wanted to cover both how to get started, and, maybe more importantly, why. Why a web app? If we look at the climate for mobile development, it has usually come down to a choice where developers had to […]

URL: https://hacks.mozilla.org/2013/02/getting-started-with-open-web-apps-why-and-how/


## 925. Hello Chrome, it's Firefox calling!

*Autor: Desconocido | Fecha: 2013-02-04T12:00:22-08:00*

Resumen: Mozilla is excited to announce that we've achieved a major milestone in WebRTC development: WebRTC RTCPeerConnection interoperability between Firefox and Chrome. This effort was made possible because of the close collaboration between the open Web community and engineers from both Mozilla and Google. RTCPeerConnection (also known simply as PeerConnection or PC) interoperability means that developers […]

URL: https://hacks.mozilla.org/2013/02/hello-chrome-its-firefox-calling/


## 926. Remote Debugging Firefox OS with Weinre

*Autor: Desconocido | Fecha: 2013-01-31T08:03:51-08:00*

Resumen: NOTE: since this article was published, the Mozilla developer tools team has released the App Manager, a much more effective way to remotely debug Firefox OS apps. To find out more, read Using the App Manager on MDN. If you've wanted to contribute to Gaia, or have been writing a webapp for Firefox OS, one […]

URL: https://hacks.mozilla.org/2013/01/remote-debugging-firefox-os-with-weinre/


## 927. Introducing the Firefox OS Boilerplate App

*Autor: Desconocido | Fecha: 2013-01-30T02:41:01-08:00*

Resumen: When coming to a new platform or context, it's always good to get a peek at some code and examples how to make things work. With Firefox OS and app development, it's just the web with a few additions. Before here at Mozilla Hacks, we've covered a few ways to get started with building apps […]

URL: https://hacks.mozilla.org/2013/01/introducing-the-firefox-os-boilerplate-app/


## 928. Websecurify – Experiences & Technology Choices

*Autor: Desconocido | Fecha: 2013-01-29T07:46:05-08:00*

Resumen: When I launched @websecurify years ago I wrote a lot of JavaScript, native code and XUL but today the technology combo that I use in Websecurify is made of a custom language compiled to JavaScript that sits on top of the modern HTML5 stack that runs inside your normal browser. Sounds crazy but it somehow […]

URL: https://hacks.mozilla.org/2013/01/websecurify-experiences-technology-choices/


## 929. Power Polygon – HTML5 slides with theming and much more

*Autor: Desconocido | Fecha: 2013-01-28T06:59:01-08:00*

Resumen: Since 2007 or so, I've been giving talks on my web browser, although browsers did not offer much of the current technology back then! Of course, each talk of mine was based on a new HTML page which isn't very practical! Power Polygon was then born! And died a few months after that! I kept […]

## 930. Announcing the winners of the December 2012 Dev Derby!

*Autor: Desconocido | Fecha: 2013-01-25T17:59:53-08:00*

Resumen: Last month, some of the most creative web developers out there showed us what they could do with Offline web technologies in the December Dev Derby contest. After looking through the entries, our three judges–Dave Rupert, Eric Shepherd and (filling in for Christian Heilmann this month) yours truly–decided on three winners and two runners-up. Not […]

## 931. Introducing Web Activities

*Autor: Desconocido | Fecha: 2013-01-24T05:58:30-08:00*

Resumen: One of the more powerful things lately for apps on various mobile phones have been intents. Register your app for handling certain types of actions, or specify in your app what kind of support you are looking for, for the thing you are trying to do. This is especially important in the case of Firefox […]

## 932. Firefox Development Highlights – H.264 & MP3 support on Windows, scoped stylesheets + more

*Autor: Desconocido | Fecha: 2013-01-23T06:24:17-08:00*

Resumen: Time for the first look this year into the latest developments with Firefox. This is part of our Bleeding Edge and Firefox Development Highlights series, and most examples only work in Firefox Nightly (and could be subject to change). H.264 & MP3 support on Windows Firefox for Android and Firefox OS already support H.264 and […]

## 933. Announcing the Firefox OS Developer Preview Phone!

*Autor: Desconocido | Fecha: 2013-01-22T04:03:10-08:00*

Resumen: Firefox OS is a new mobile operating system built entirely using open web standards. In Firefox OS, HTML5 apps can do "phone things" – they can make the phone vibrate, make a phone call or send a text message. This week we are announcing our new Firefox OS developer preview phones because we believe that […]

## 934. Story of a Knight: the making of

*Autor: Desconocido | Fecha: 2013-01-16T02:44:07-08:00*

Resumen: The travel of a medieval knight through fullscreen DOM. The 'making of' the demo that has won the November Dev Derby. Technologies used: Fullscreen API Canvas Google Maps Audio HTML5 Font-face jQuery: Latest jQuery version Scrollpath by Joel Besada jQuery-FullScreen by Martin Angelov Markup And Style Markup and style are organized in this way: An […]

## 935. Building A Node.JS Server That Won't Melt – A Node.JS Holiday Season,

## part 5

*Autor: Desconocido | Fecha: 2013-01-15T10:30:09-08:00*

Resumen: This is episode 5, out of a total 12, in the A Node.JS Holiday Season series from Mozilla's Identity team. For this post, we bring the discussion back to scaling Node.JS applications. How can you build a Node.JS application that keeps running, even under impossible load? This post presents a technique and a library that […]

URL: https://hacks.mozilla.org/2013/01/building-a-node-js-server-that-wont-melt-a-node-js-holiday-season-part-5/

## 936. Hacking Gaia for Firefox OS, part 1

*Autor: Desconocido | Fecha: 2013-01-14T07:48:31-08:00*

Resumen: So I guess pretty much everyone is aware of this awesome new product being developed at Mozilla that is making a lot of noise in the mobile world. I am of course referring to FirefoxOS (code named Boot2Gecko) and if you have not heard of it yet, then you need to head over to the […]

URL: https://hacks.mozilla.org/2013/01/hacking-gaia-for-firefox-os-part-1/

## 937. Koalas to the Max – a case study

*Autor: Desconocido | Fecha: 2013-01-10T02:26:13-08:00*

Resumen: One day I was browsing reddit when I came across this peculiar link posted on it: http://www.cesmes.fi/pallo.swf The game was addictive and I loved it but I found several design elements flawed. Why did it start with four circles and not one? Why was the color split so jarring? Why was it written in flash? […]

URL: https://hacks.mozilla.org/2013/01/koalas-to-the-max-a-case-study/

## 938. Writing Web Apps Quickly With Mortar

*Autor: Desconocido | Fecha: 2013-01-07T20:01:47-08:00*

Resumen: With the introduction of Firefox OS, development of an open apps marketplace, and a push to implement powerful web APIs for closer hardware integration, Mozilla is serious about web apps. We believe that the web can deliver an experience similar to native apps, even on mobile. We can't forget about the most important piece, however: […]

URL: https://hacks.mozilla.org/2013/01/writing-web-apps-quickly-with-mortar/

## 939. Join Us for Firefox OS App Days

*Autor: Desconocido | Fecha: 2013-01-07T07:00:05-08:00*

Resumen: If you're a developer interested in web technologies, I'd like to invite you to participate in Firefox OS App Days, a worldwide set of 20+ hack days organized by Mozilla to help you get started developing apps for Firefox OS. At each App Day event, you'll have the opportunity to learn, hack and celebrate Firefox OS, […]

URL: https://hacks.mozilla.org/2013/01/join-us-for-firefox-os-app-days/

## 940. NORAD Tracks Santa

*Autor: Desconocido | Fecha: 2012-12-21T02:38:58-08:00*

Resumen: This year, Open Web standards like WebGL, Web Workers, Typed Arrays, Fullscreen, and more will have a prominent role in NORAD's annual mission to track Santa Claus as he makes his journey around the world. That's because Analytical Graphics, Inc. used Cesium as the basis for the 3D Track Santa application. Cesium is an open […]

URL: https://hacks.mozilla.org/2012/12/norad-tracks-santa/

## 941. Announcing the November Dev Derby winners!

*Autor: Desconocido | Fecha: 2012-12-21T00:20:42-08:00*

Resumen: Last month, some of the most creative web developers out there showed us what they could do with the Fullscreen API in the November Dev Derby contest. After looking through the entries, our three expert judges–Christian Heilmann, Dave Rupert and Eric Shepherd– decided on three winners and two runners-up. Not a contestant? There are other reasons […]

URL: https://hacks.mozilla.org/2012/12/announcing-the-november-dev-derby-winners/

## 942. Fantastic front-end performance Part 1 – Concatenate, Compress & Cache – A Node.JS Holiday Season, part 4

*Autor: Desconocido | Fecha: 2012-12-20T09:51:12-08:00*

Resumen: This is episode 4, out of a total 12, in the A Node.JS Holiday Season series from Mozilla's Identity team. It's the first post about how to achieve better front-end performance. In this part of our "A Node.JS Holiday Season" series we'll talk about front-end performance and introduce you to tools we've built and use […]

URL: https://hacks.mozilla.org/2012/12/fantastic-front-end-performance-part-1-concatenate-compress-cache-a-node-js-holiday-season-part-4/

## 943. The Web We Lost, Heroku Automates Automation, Why moving elements with translate() is better – Hacks Weekly

*Autor: Desconocido | Fecha: 2012-12-20T03:25:16-08:00*

Resumen: The Web We Lost, Heroku Automates Automation, Why moving elements with translate() is better and more this week from Mozilla's Developer Engagement team!

URL: https://hacks.mozilla.org/2012/12/the-web-we-lost-heroku-automates-automation-why-moving-elements-with-translate-is-better-hacks-weekly/

## 944. Firefox Development Highlights – Per Window Private Browsing & Canvas' globalCompositeOperation new values

*Autor: Desconocido | Fecha: 2012-12-19T15:58:20-08:00*

Resumen: On a regular basis, we like to highlight the latest features in Firefox for developers, as part of our Bleeding Edge series, and most examples only work in Firefox Nightly (and could be subject to change). Per Window Private Browsing Private browsing is very useful for web developers. A new private session doesn't include existing […]

URL: https://hacks.mozilla.org/2012/12/firefox-development-highlights-per-window-private-browsing-canvas-globalcompositeoperation-new-values/

## 945. Weekly HTML5 Apps Developer Resources, December 19th 2012

*Autor: Desconocido | Fecha: 2012-12-19T07:56:31-08:00*

Resumen: Weekly Resources for HTML5 Apps Developers Articles AngularJS JavaScript MVC Framework and SEO JS adolescence Compiling to JavaScript: What, Why, and How? JavaScript APIs you've never heard of (and some you have) Responsive Images: What We Thought We Needed Resources Craft.js – small but powerful JavaScript framework Cool HTML Visual Test Tool ScrobMaster – Master […]

URL: https://hacks.mozilla.org/2012/12/weekly-html5-apps-developer-resources-december-19th-2012/

## 946. A tale of a CSS3 Animation Demo

*Autor: Desconocido | Fecha: 2012-12-19T03:58:52-08:00*

Resumen: Once upon a time, there was this good hearted web developer, who was everyday worried about learning new cool things and trying new crazy stuff his browser could barely be able to do. Also, there were some giants, working hard to increase the power of the magic web, allowing all the peoples to live, code, […]
URL: https://hacks.mozilla.org/2012/12/a-tale-of-a-css3-animation-demo/

## 947. How MDN and Web Platform Docs Align

*Autor: Desconocido | Fecha: 2012-12-18T09:35:56-08:00*

Resumen: We have been asked a number of questions since the launch of Web Platforms Docs (WPD) about how it aligns with the Mozilla Developer Network (MDN). Questions such as how content will be shared between the two, how changes will be tracked, who will do the work to port content, and which site people should […]
URL: https://hacks.mozilla.org/2012/12/how-mdn-and-web-platform-docs-align/

## 948. Launcher.io – Launch and run free open-source web applications in just 30 seconds – a WebFWD project

*Autor: Desconocido | Fecha: 2012-12-18T02:30:14-08:00*

Resumen: There is no longer any doubt: web apps are the focal point of the cloud. From database-as-a-service to platform-as-a-service to security-as-a-service and beyond, the entire *aaS model has the web app as its center of gravity. If you're a full-fledged developer, then taking full advantage of an app-centric universe is no big deal. Creating new […]
URL: https://hacks.mozilla.org/2012/12/launcher-io-launch-and-run-free-open-source-web-applications-in-just-30-seconds-a-webfwd-project/

## 949. Comic Gen – a canvas-run comic generator

*Autor: Desconocido | Fecha: 2012-12-17T04:33:20-08:00*

Resumen: The first time I wanted to participate on Dev Derby was on the May 2012 challenge, where the rules were that you should use websockets. At that time I thought that I could use NodeJS and SocketIO. But the time kept running and I ended not having any cool ideas for an app. Since then […]
URL: https://hacks.mozilla.org/2012/12/comic-gen-a-canvas-run-comic-generator/

## 950. Ten Things Developers should know about the Mozilla Developer Network (MDN)

*Autor: Desconocido | Fecha: 2012-12-14T08:00:14-08:00*

Resumen: Editor's Note: This blog post is way out of date. The Mozilla Developer Network has grown a lot and changed its name to MDN Web Docs. In 2017, more than 8,000 developers contributed to 80,000 pages of content on the Mozilla Developer Network. Mozilla also teamed with Microsoft, Google, and other industry leaders to greatly […]
URL: https://hacks.mozilla.org/2012/12/ten-things-developers-should-know-about-the-mozilla-developer-network-mdn/

## 951. The Game On Competition – using the web as an open gaming platform

*Autor: Desconocido | Fecha: 2012-12-13T06:01:57-08:00*

Resumen: Interested in creating games? Are you a designer or developer? Then let me tell you more about the Game On competition from Mozilla! What it's about As I'm sure you know, we at Mozilla say that The web is the platform because we believe that everyone gains from open

technologies. Naturally this applies to games […]

URL: https://hacks.mozilla.org/2012/12/the-game-on-competition-using-the-web-as-an-open-gaming-platform/

## 952. Responsive Patterns, automatic jQuery app tester, RESTClient for debugging – Hacks Weekly

*Autor: Desconocido | Fecha: 2012-12-13T03:27:03-08:00*

Resumen: Responsive Patterns, automatic jQuery app tester, RESTCLient for debugging RESTful web services are just some of the things Mozilla's Developer Engagement team want to recommend to you this week!

URL: https://hacks.mozilla.org/2012/12/responsive-patterns-automatic-jquery-app-tester-restclient-for-debugging-hacks-weekly/

## 953. Linklib – lets film lovers and filmmakers send time synced links from videos to phones – a WebFWD project

*Autor: Desconocido | Fecha: 2012-12-12T09:57:33-08:00*

Resumen: Have you ever googled films and TV-shows while you watch them? Do you think Youtube's popup annotations in the middle of a video are distracting? Having shot a documentary about the Pirate Bay for 4 years I wanted to embed links directly into the film to give the audience more nuances in the complex and […]

URL: https://hacks.mozilla.org/2012/12/linklib-lets-film-lovers-and-filmmakers-send-time-synced-links-from-videos-to-phones/

## 954. Firefox OS Simulator 1.0 is here!

*Autor: Desconocido | Fecha: 2012-12-11T13:03:34-08:00*

Resumen: Three weeks back, we introduced the Firefox OS Simulator, a tool that allows web developers to try out their apps in Firefox OS from the comfort of their current Windows/Mac/Linux computers. We've seen a number of comments from people who used the Simulator as an easy way to get a peek at Firefox OS today, […]

URL: https://hacks.mozilla.org/2012/12/firefox-os-simulator-1-0-is-here/

## 955. fxosstub – a minimalist's working example of the design guide rules for Firefox OS

*Autor: Desconocido | Fecha: 2012-12-10T02:51:42-08:00*

Resumen: This post is written by Pierre Richard, Principal, Jaxo, Inc. I know, by experience and practice, the importance of the first hours—or even the first minutes—spent discovering and learning new concepts. During this period, developers take their go/no-go decision, mostly based on the apparent complexity of what they see. Once you gain expertise in a […]

URL: https://hacks.mozilla.org/2012/12/fxosstub-a-minimalists-working-example-of-the-design-guide-rules-for-firefox-os/

## 956. Firebug 1.11 New Features

*Autor: Desconocido | Fecha: 2012-12-07T06:09:04-08:00*

Resumen: Firebug 1.11 has been released and so, let's take a look at some of the new features introduced in this version. First of all, check out the following compatibility table: Firebug 1.10 with Firefox 13.0 – 17.0 Firebug 1.11 with Firefox 17.0 – 20.0 Firebug 1.11 is open source project surrounded by contributors and volunteers […]

URL: https://hacks.mozilla.org/2012/12/firebug-1-11-new-features/

## 957. headtrackr for real-time face tracking, smartphone features you never thought of, HTML5 Forms support + more in Hacks Weekly

*Autor: Desconocido | Fecha: 2012-12-06T06:27:25-08:00*

Resumen: This week Mozilla's Developer Engagement team suggest reading about headtrackr for real-time face tracking, smartphone features you never thought of using, Web browser support for HTML5 Forms and more!

URL: https://hacks.mozilla.org/2012/12/headtrackr-for-real-time-face-tracking-smartphone-features-you-never-thought-of-html5-forms-support-more-in-hacks-weekly/


## 958. Performance with JavaScript String Objects

*Autor: Desconocido | Fecha: 2012-12-05T14:44:15-08:00*

Resumen: This article aims to take a look at the performance of JavaScript engines towards primitive value Strings and Object Strings. It is a showcase of benchmarks related to the excellent article by Kiro Risk, The Wrapper Object. Before proceeding, I would suggest visiting Kiro's page first as an introduction to this topic. The ECMAScript 5.1 […]

URL: https://hacks.mozilla.org/2012/12/performance-with-javascript-string-objects/


## 959. Firefox Development Highlights: video.playbackRate and download attribute

*Autor: Desconocido | Fecha: 2012-12-05T04:16:44-08:00*

Resumen: Here are the latest features in Firefox for developers, as part of our Bleeding Edge series, and most examples only work in Firefox Nightly (and could be subject to change). <video>: support for custom playbackRate Setting video.playbackRate changes the "video speed". 1.0 is regular speed, 2.0 is 2 times faster. From the MDN documentation on […]

URL: https://hacks.mozilla.org/2012/12/firefox-development-highlights-video-playbackrate-download-attribute/


## 960. Using secure client-side sessions to build simple and scalable Node.JS applications – A Node.JS Holiday Season, part 3

*Autor: Desconocido | Fecha: 2012-12-04T07:48:39-08:00*

Resumen: This is episode 3, out of a total 12, in the A Node.JS Holiday Season series from Mozilla's Identity team. It covers using sessions for scalable Node.js applications. Static websites are easy to scale. You can cache the heck out of them and you don't have state to propagate between the various servers that deliver […]

URL: https://hacks.mozilla.org/2012/12/using-secure-client-side-sessions-to-build-simple-and-scalable-node-js-applications-a-node-js-holiday-season-part-3/


## 961. Results of the Fall 2012 MDN virtual doc sprint

*Autor: Desconocido | Fecha: 2012-12-03T17:54:22-08:00*

Resumen: Over the weekend of November 30 to December 2, a hardy band of MDN contributors came together virtually (via IRC and etherpad) to work on improving documentation on MDN for Web standards and for Mozilla's open technology and the project itself. Below are the highlights of the weekend's activities. Web standards docs Saurabh Anand added […]

URL: https://hacks.mozilla.org/2012/12/results-of-the-fall-2012-mdn-virtual-doc-sprint/


## 962. H.264 video in Firefox for Android

*Autor: Desconocido | Fecha: 2012-11-29T10:17:48-08:00*

Resumen: Firefox for Android has expanded its HTML5 video capabilities to include H.264 video playback. Web developers have been using Adobe Flash to play H.264 video on Firefox for

Android, but Adobe no longer supports Flash for Android. Mozilla needed a new solution, so Firefox now uses Android's "Stagefright" library to access hardware video decoders. The […]
URL: https://hacks.mozilla.org/2012/11/h264-video-in-firefox-for-android/

## 963. Offline First – better HTML5 User Experience, Prefetching resources, Social Media Sizing Cheat Sheet – Hacks Weekly

*Autor: Desconocido | Fecha: 2012-11-29T02:29:54-08:00*

Resumen: This week Mozilla's Developer Engagement team suggest reading about Offline First – A better HTML5 User Experience, Prefetching resources, the Ultimate Social Media Sizing Cheat Sheet and more!
URL: https://hacks.mozilla.org/2012/11/offline-first-better-html5-user-experience-prefetching-resources-social-media-sizing-cheat-sheet-hacks-weekly/

## 964. Codebender: physical programming on the web – a WebFWD project

*Autor: Desconocido | Fecha: 2012-11-27T03:11:39-08:00*

Resumen: What is codebender? What problem does it solve? Whereas the cloud-based, software-as-a-service development has made it easy to develop by reading some tutorials and start hacking, physical computing is lacking far behind. This used to be in part due to the difficulty of designing hardware, but platforms such as the Arduino have made this a […]
URL: https://hacks.mozilla.org/2012/11/codebender-physical-programming-on-the-web-a-webfwd-project/

## 965. A Conversation With Appeio Developer Harold Fudge

*Autor: Desconocido | Fecha: 2012-11-26T12:17:01-08:00*

Resumen: Editor's note: Appeio is no longer available, and Harold is now spending his time with his consultancy. Last month we released Firefox Marketplace on the Aurora channel of Firefox for Android. This release has given developers an opportunity to start building a base of early adopters and get feedback on apps as the Marketplace grows. […]
URL: https://hacks.mozilla.org/2012/11/appeio-developer-interview/

## 966. The World Beyond MVC, Web App Mistakes, Commercial freedom + more – Hacks Weekly

*Autor: Desconocido | Fecha: 2012-11-22T05:47:37-08:00*

Resumen: Talking about The World Beyond MVC, Web App Mistakes, Commercial freedom and more! Here are this week's link tips from Mozilla's Developer Engagement team.
URL: https://hacks.mozilla.org/2012/11/the-world-beyond-mvc-web-app-mistakes-commercial-freedom-more-hacks-weekly/

## 967. JAL – Just Another Loader for JavaScript

*Autor: Desconocido | Fecha: 2012-11-22T02:35:02-08:00*

Resumen: A long time ago I saw the film "Interview with the vampire" starring Tom Cruise, Brad Pitt and Kirsten Dunst. The scene that struck me the most is when Pitt's character realizes that Lestat is using him in order to adapt to the current age. For a developer this is not a very bad rule. […]
URL: https://hacks.mozilla.org/2012/11/jal-just-another-loader-for-javascript/

## 968. Weekly HTML5 Apps Developer Resources, November 21th 2012

Resumen: Weekly Resources for HTML5 Apps Developers Articles Asynchronous programming and continuation-passing style in JavaScript Clone Anything with JavaScript HTML5 & CSS3 Fundamentals – Development for Absolute Beginners Backbonification: migrating a large JavaScript project from DOM spaghetti to Backbone.js JavaScript DocumentFragment Resources jQuery-Form-Validator jPanelMenu – a jQuery plugin that creates a paneled-style menu Responsive Img – […]
URL: https://hacks.mozilla.org/2012/11/weekly-html5-apps-developer-resources-november-21th-2012/

## 969. Progress on OMTC, unprefixed Visibility API and CSS improvements – Firefox Development Highlights

Resumen: To keep all you web developers in the loop about new features and improvements in Firefox, and to be able to test and experiment in an early stage, here's the latest Firefox Development Highlights. This is part of our Bleeding Edge series, and most examples only work in Firefox Nightly (and could be subject to […]
URL: https://hacks.mozilla.org/2012/11/progress-on-omtc-unprefixed-visibility-api-and-css-improvements-firefox-development-highlights/

## 970. Fully Loaded Node – A Node.JS Holiday Season, part 2

Resumen: Episode 2 in the A Node.JS Holiday Season series from Mozilla's Identity team searches for an optimal server application architecture for computation heavy workloads. This is a prose version of a short talk given by Lloyd Hilaiel at Node Philly 2012 with the same title. A Node.JS process runs almost completely on a single processing […]
URL: https://hacks.mozilla.org/2012/11/fully-loaded-node-a-node-js-holiday-season-part-2/

## 971. Announcing the October Dev Derby winners!

Resumen: Last month, some of the most creative web developers in the world showed us what they could do with CSS Media Queries in the October Dev Derby contest. After looking through the entries, our three new judges–Dave Rupert, Eric Shepherd and I–decided on three winners and two runners-up. Not a contestant? There are other reasons […]
URL: https://hacks.mozilla.org/2012/11/announcing-the-october-dev-derby-winners/

## 972. The making of a hack – Media Query Mario

Resumen: Like any developer, I love any shiny new tech demo that finds its way into my browser; some of the things people are putting together absolutely blows my mind with the level of creativity and technical skill on show. After attending WebDevConf 2012 in mid October, I felt the usual heightened sense of inspiration that […]
URL: https://hacks.mozilla.org/2012/11/the-making-of-a-hack-media-query-mario/

## 973. Announcing the prototype Firefox OS Simulator

Resumen: Firefox OS (and the Boot2Gecko (B2G) project on which it is based) has been written about extensively on Hacks already, but the brief summary is that Mozilla is building a mobile

phone operating system where the whole user interface is built on web technology (HTML, CSS and JavaScript). Part of the magic in making that […]
URL: https://hacks.mozilla.org/2012/11/announcing-the-prototype-firefox-os-simulator/

## 974. MDN virtual doc sprint, Nov. 30 to Dec. 1
*Autor: Desconocido | Fecha: 2012-11-15T03:11:35-08:00*
Resumen: It has been most of a year since we've held a virtual doc sprint for Mozilla Developer Network. (The last one was in January 2012.) A lot has happened in that time, most significantly, the switch to the new Kuma platform, and the steady addition of features to Kuma since its launch. So, let's round […]
URL: https://hacks.mozilla.org/2012/11/mdn-virtual-doc-sprint-nov-30-to-dec-1/

## 975. Hacks Weekly – Open SWF Runtime, WebRTC photobooth, Wikimedia HTML5 Media Player + more
*Autor: Desconocido | Fecha: 2012-11-15T01:54:46-08:00*
Resumen: Some good reading about an Open SWF Runtime Project, WebRTC photobooth, Wikimedia HTML5 Media Player with WebM Support, WebGL/GLSL plasma simulation running on the GPU and more in store for you! Here are this week's link tips from Mozilla's Developer Engagement team.
URL: https://hacks.mozilla.org/2012/11/hacks-weekly-open-swf-runtime-webrtc-photobooth-wikimedia-html5-media-player-more/

## 976. Hacking Firefox OS
*Autor: Desconocido | Fecha: 2012-11-14T01:50:34-08:00*
Resumen: This blog post is written by Luca Greco, a Mozilla community member who loves to hack, especially on JavaScript and other web-related technologies. A lot of developers are already creating mobile applications using Web technologies (powered by containers like Phonegap/Cordova as an example), usually to develop cross platform applications or leverage their current code and/or […]
URL: https://hacks.mozilla.org/2012/11/hacking-firefox-os/

## 977. Dev Resources to Hack the Future Web – Mozilla Ignite
*Autor: Desconocido | Fecha: 2012-11-13T02:01:29-08:00*
Resumen: Mozilla has been rolling out two new resources for developers to hack on the network of the future: Learning Labs to get hackers started using current web technologies such as WebGL or WebRTC on networks unconstrained by bandwidth, latency, or compute capacity. Developer Docs so you can quickly start hacking on the next generation of […]
URL: https://hacks.mozilla.org/2012/11/dev-resources-to-hack-the-future-web-mozilla-ignite/

## 978. JavaScript Style Badge – Your JS Signature
*Autor: Desconocido | Fecha: 2012-11-12T05:17:10-08:00*
Resumen: I recently launched a new hobby website of mine: http://jsstyle.github.com/. The purpose of this page is simple: after filling out a JS-related questionnaire, users are awarded by a small fingerprint of their answers (somewhat similar to the Geek Code). It is possible to use the generated badge as an e-mail signature or to impress your […]
URL: https://hacks.mozilla.org/2012/11/javascript-style-badge-your-js-signature/

## 979. Popcorn Maker 1.0 released – how it works

*Autor: Desconocido | Fecha: 2012-11-11T05:51:34-08:00*

Resumen: This week Mozilla is in London at the Mozilla Festival 2012. A year ago at last year's Festival, we released Popcorn.js 1.0, and with it a way for filmmakers, journalists, artists, and bloggers to integrate audio and video into web experiences. Popcorn has since become one of the most popular ways to build time-based media […]

URL: https://hacks.mozilla.org/2012/11/popcorn-maker-1-0-released-how-it-works/

## 980. Interview: Vanco Stojkov, winner of the No JavaScript Challenge

*Autor: Desconocido | Fecha: 2012-11-08T08:00:27-08:00*

Resumen: Vanco Stojkov won the highly contested No JavaScript Challenge with Honey Pursuit: Yet Another Love Saga, his wonderful bee-inspired open Web game. Amazingly, Honey Pursuit does not use a single line of JavaScript, but instead exploits the growing power of HTML and CSS to manage everything from keeping score to hit detection. I recently had […]

URL: https://hacks.mozilla.org/2012/11/interview-vanco-stojkov-winner-of-the-no-javascript-challenge/

## 981. Hacks Weekly – Responsive Design planning, flexbox explorer, Hugepic.io and more

*Autor: Desconocido | Fecha: 2012-11-08T03:48:29-08:00*

Resumen: This week, Mozilla's Developer Engagement team wants you to read about Responsive Design planning, an explorer for testing flexbox, Hugepic.io to show large images and much more!

URL: https://hacks.mozilla.org/2012/11/hacks-weekly-responsive-design-planning-flexbox-explorer-hugepic-io-and-more/

## 982. Firefox OS – video presentations and slides on the OS, WebAPIs, hacking and writing apps

*Autor: Desconocido | Fecha: 2012-11-07T08:06:01-08:00*

Resumen: In August, Mozilla's Director of Research Andreas Gal, and one of the lead engineers for Firefox OS, Philipp von Weitershausen, gave a couple of presentations in Brazil about Firefox OS. We're now happy to share both the videos and the slides, in various formats for you to see or use, giving your own presentations! Videos […]

URL: https://hacks.mozilla.org/2012/11/firefox-os-video-presentations-and-slides-on-the-os-webapis-hacking-and-writing-apps/

## 983. Tracking Down Memory Leaks in Node.js – A Node.JS Holiday Season

*Autor: Desconocido | Fecha: 2012-11-06T10:25:02-08:00*

Resumen: This post is the first in the A Node.JS Holiday Season series from the Identity team at Mozilla, who last month delivered the first beta release of Persona. To make Persona, we built a collection tools addressing areas ranging from debugging, to localization, to dependency management, and more. This series of posts will share our […]

URL: https://hacks.mozilla.org/2012/11/tracking-down-memory-leaks-in-node-js-a-node-js-holiday-season/

## 984. Progress update on WebRTC for Firefox on desktop

*Autor: Desconocido | Fecha: 2012-11-05T07:43:27-08:00*

Resumen: WebRTC for desktop is now in Firefox Nightly and is also in Firefox Aurora, though Nightly has the hottest up-to-date fixes. We support mozGetUserMedia,

mozRTCPeerConnection and DataChannels. We have a basic UI for mozGetUserMedia which we expect to be updating in the coming weeks. Enabling WebRTC in Firefox The code is behind a pref for […]

URL: https://hacks.mozilla.org/2012/11/progress-update-on-webrtc-for-firefox-on-desktop/

## 985. HTML5 mythbusting

*Autor: Desconocido | Fecha: 2012-11-01T07:33:14-07:00*

Resumen: The ongoing discussion about the "readiness" of HTML5 is based on a lot of false assumptions. These lead to myths about HTML5 that get uttered once and then continuously repeated – a lot of times without checking their validity at all. HTML5 doesn't perform? The big thing everybody who wants to talk about the problems […]

URL: https://hacks.mozilla.org/2012/11/html5-mythbusting/

## 986. Hacks Weekly – Compressive images, JavaScript MVC, C++ ported 3D racing game to WebGL and more

*Autor: Desconocido | Fecha: 2012-11-01T03:56:43-07:00*

Resumen: The web moves on and interesting things pop up! Here are this week's link from Mozilla's Developer Engagement team.

URL: https://hacks.mozilla.org/2012/11/hacks-weekly-compressive-images-javascript-mvc-c-ported-3d-racing-game-to-webgl-and-more/

## 987. Leave No One Behind with HTML5 – presentation at FFWD.PRO in Zagreb, Croatia

*Autor: Desconocido | Fecha: 2012-10-30T03:57:19-07:00*

Resumen: In June I had the pleasure to speak at the FFWD.PRO conference in Zagreb, Croatia, about HTML5, progressive enhancement and new features and suggested APIs. I had previously spoken with Marko Dugonjic and said that he should really organize a conference in Croatia. Said and done, he acted on it and created FFWD.PRO! So, naturally, […]

URL: https://hacks.mozilla.org/2012/10/leave-no-one-behind-with-html5-presentation-at-ffwd-pro-in-zagreb-croatia/

## 988. Announcing the September Dev Derby winners!

*Autor: Desconocido | Fecha: 2012-10-26T09:46:15-07:00*

Resumen: Last month, web developers young and old showed us what they could do with Geolocation in the September Dev Derby contest. After looking through the entries, our three expert judges–David Walsh, Joe Stagner and John Hammink–have decided on our top picks. Not a contestant? There are many other reasons to be excited. Most importantly, all […]

URL: https://hacks.mozilla.org/2012/10/announcing-the-september-dev-derby-winners/

## 989. Hacks Weekly – CSS Flexbox, Designing JavaScript APIs, WebSockets and more

*Autor: Desconocido | Fecha: 2012-10-25T02:57:32-07:00*

Resumen: This week Mozilla's Developer Engagement team think you should read more about , amongst other things!

URL: https://hacks.mozilla.org/2012/10/hacks-weekly-css-flexbox-designing-javascript-apis-websockets-and-more/

## 990. Weekly HTML5 Apps Developer Resources, October 24th 2012

Resumen: Weekly Resources for HTML5 Apps Developers Articles Using HTML5's canvas and audio elements for a guitar tuning mobile app Rendering templates obsolete with JavaScript Rich JavaScript Applications – the Seven Frameworks Getting HTML5 Ready – CORS Five things you didn't know the web could do Resources Fuel UX extends Twitter Bootstrap with additional lightweight JavaScript […]
URL: https://hacks.mozilla.org/2012/10/weekly-html5-apps-developer-resources-october-24th-2012/

## 991. Firefox Development Highlights – Viewport percentage, canvas.toBlob() and WebRTC

Resumen: To keep you updated on the latest features in Firefox, here is again a blog post highlighting the most recent changes. This is part of our Bleeding Edge series, and most examples only work in Firefox Nightly (and could be subject to change). Viewport-percentage lengths Gecko now supports new lenght units: vh, vw, vmin and […]
URL: https://hacks.mozilla.org/2012/10/firefox-development-highlights-viewport-percentage-canvas-toblob-and-webrtc/

## 992. Firefox Aurora Marketplace for Android available now

Resumen: Today, Mozilla announced the Firefox Aurora Marketplace release. We're hoping that Aurora users, our awesome early adopters, will go experience the Firefox Marketplace on their Android phones and let us know what they think. Our goal is to collect as much real-life feedback as possible about the Marketplace's design, usability, performance, reliability, and content. Feedback […]
URL: https://hacks.mozilla.org/2012/10/firefox-marketplace-aurora/

## 993. Mozilla Hacks Weekly, October 18th 2012

Resumen: The web has so much great information, and naturally we want to share it with you! Here are the latest link suggestions from Mozilla's Developer Engagement team!
URL: https://hacks.mozilla.org/2012/10/mozilla-hacks-weekly-october-18th-2012/

## 994. Broken promises of HTML5 and what's next? – a presentation at HTML5DevConf

Resumen: Yesterday Mozilla attended the HTML5 Developer Conference in San Francisco, California to give a keynote presentation. The very packed schedule of the conference already covered a lot of topics around the subject matter, which is why we considered it worth while to contribute with a talk that told tales from the trenches of advocating HTML5 […]
URL: https://hacks.mozilla.org/2012/10/broken-promises-of-html5-and-whats-next-a-presentation-at-html5devconf/

## 995. Weekly HTML5 Apps Developer Resources, October 17th 2012

Resumen: Weekly Resources for HTML5 Apps Developers Articles Lazy Parsing in JavaScript Engines Replacing text in the DOM Sizzle, jQuery's CSS selector engine JavaScript Profiling With The Chrome Developer Tools A Survey of JavaScript Timers on Mobile Resources Store.js

– Cross Browser Local Storage – Webcast Pageguide.js – An interactive guide for web page elements using […]
URL: https://hacks.mozilla.org/2012/10/weekly-html5-apps-developer-resources-october-17th-2012/


## 996. Aurora 18: HiDPI & Touch Events
*Autor: Desconocido | Fecha: 2012-10-12T21:42:59-07:00*
Resumen:
URL: https://hacks.mozilla.org/2012/10/aurora-18-hidpi-touch-events/


## 997. Accessibility features in Firefox on Android
*Autor: Desconocido | Fecha: 2012-10-11T12:36:17-07:00*
Resumen: One of our principles in the Mozilla Manifesto states that the Internet "is a global public resource that must remain open and accessible". Our goal is to remove barriers that traditionally block participation, such as affordability, language and disability. We have been working hard to bring Firefox for Android to everyone on the planet, including […]
URL: https://hacks.mozilla.org/2012/10/accessibility-features-in-firefox-on-android/


## 998. Mozilla Hacks Weekly, October 11th 2012
*Autor: Desconocido | Fecha: 2012-10-11T12:08:39-07:00*
Resumen: It's Thursday, and time to share some reading from Mozilla's Developer Engagement team!
URL: https://hacks.mozilla.org/2012/10/mozilla-hacks-weekly-october-11th-2012/


## 999. Using data-* attributes in JavaScript and CSS
*Autor: Desconocido | Fecha: 2012-10-11T01:00:29-07:00*
Resumen: When HTML5 got defined one of the things that was planned for was extensibility in terms of data that should be in the HTML, but not visible. The data-* attributes allow us to store extra information on HTML elements without needing to use a non-semantic element or pollute the class name. In essence this is […]
URL: https://hacks.mozilla.org/2012/10/using-data-attributes-in-javascript-and-css/


## 1000. Weekly HTML5 Apps Developer Resources, October 10th 2012
*Autor: Desconocido | Fecha: 2012-10-10T11:02:34-07:00*
Resumen: Weekly Resources for HTML5 Apps Developers Articles Understanding Null and typeof New Firefox Command Line helps you develop faster Object.create(): the New Way to Create Objects in JavaScript An Introduction to Content Security Policy Powerful New CSS- and JavaScript Techniques Resources ddSlick – Dropdowns with Images Select2 – a jQuery based replacement for select boxes […]
URL: https://hacks.mozilla.org/2012/10/weekly-html5-apps-developer-resources-october-10th-2012/


## 1001. Introducing Firefox Development Highlights
*Autor: Desconocido | Fecha: 2012-10-10T07:11:05-07:00*
Resumen: We know he have a lot of readers out there interested in the Open Web and its capabilities, and part of that is to see the latest additions and implemented features in Firefox. Therefore, we're introducing Firefox Development Highlights here at Mozilla Hacks. Introduction The purpose of this post is to highlight some of the […]
URL: https://hacks.mozilla.org/2012/10/introducing-firefox-development-highlights/

## 1002. The Web Developer Toolbox: Backbone

*Autor: Desconocido | Fecha: 2012-10-09T08:00:49-07:00*

Resumen: This is the fourth in a series of articles dedicated to useful libraries that all web developers should have in their toolbox. The intent is to show you what those libraries can do and help you to use them at their best. This fourth article is dedicated to the Backbone library. Introduction Backbone is a […]

URL: https://hacks.mozilla.org/2012/10/the-web-developer-toolbox-backbone/

## 1003. Creating the future of mobile with Firefox OS – resources, docs and more!

*Autor: Desconocido | Fecha: 2012-10-09T05:55:10-07:00*

Resumen: Just under a month ago I wrote a personal post about my thoughts on Firefox OS and why I think there is something 'magical' about what it stands for and the possibilities it brings to the table. This post is a follow-up that aims to cover much of the same ground but with extra detail […]

URL: https://hacks.mozilla.org/2012/10/creating-the-future-of-mobile-with-firefox-os/

## 1004. Welcoming the new kid: Web Platform Docs

*Autor: Desconocido | Fecha: 2012-10-08T08:30:12-07:00*

Resumen: Documenting the open Web and Web standards is a big job! As Mozillians, we're well aware of this — documenting the open Web has been the mission of the Mozilla Developer Network for many years. Anything we can do to further the cause of a free and open Web is a worthwhile endeavor. With so […]

URL: https://hacks.mozilla.org/2012/10/welcoming-the-new-kid-web-platform-docs/

## 1005. Mozilla Hacks Weekly, October 4th 2012

*Autor: Desconocido | Fecha: 2012-10-04T02:22:13-07:00*

Resumen: Time again for some great links from Mozilla's Developer Engagement team!

URL: https://hacks.mozilla.org/2012/10/mozilla-hacks-weekly-october-4th-2012/

## 1006. Weekly HTML5 Apps Developer Resources, October 3rd 2012

*Autor: Desconocido | Fecha: 2012-10-03T06:43:31-07:00*

Resumen: Weekly Resources for HTML5 Apps Developers This week – a DOUBLE edition ! Articles Top 100 Validation Errors Debunking Responsive CSS Performance Myths Browser testing across devices with Adobe Shadow Using semantic HTML An introduction to the Web Audio API 10 things you didn't know JavaScript could do Backbone.js and You Writing Your First Polyfill […]

URL: https://hacks.mozilla.org/2012/10/weekly-html5-apps-developer-resources-october-3rd-2012/

## 1007. Much simpler web deployment ahead: Harp.io

*Autor: Desconocido | Fecha: 2012-10-03T01:21:59-07:00*

Resumen: There is a gap in the toolset of aspiring web makers and professional web developers at the moment: simple deployment. While it is easy to create a web site, set up a blog or even build your first HTML5 app, the deployment is still not as easy as it should be in this day and […]

URL: https://hacks.mozilla.org/2012/10/much-simpler-web-deployment-ahead-harp-io/

## 1008. r2d2b2g: an experimental prototype Firefox OS test environment

*Autor: Desconocido | Fecha: 2012-10-02T12:00:03-07:00*

Resumen: Developers building apps for Firefox OS should be able to test them without having to deploy them to actual devices. I looked into the state of the art recently and found that the existing desktop test environments, like B2G Desktop, the B2G Emulators, and Firefox's Responsive Design View, are either difficult to configure or significantly […]

URL: https://hacks.mozilla.org/2012/10/r2d2b2g-an-experimental-prototype-firefox-os-test-environment/


## 1009. ArchiveAPI – read out archive file contents + Introducing Bleeding Edge

*Autor: Desconocido | Fecha: 2012-10-01T06:36:41-07:00*

Resumen: Working with files on the web has been a challenge for a long time, and when things like various File APIs have surfaced, it has made me really happy! Now on to the latest edition: ArchiveAPI, giving the ability to work with archive files. Introducing Bleeding Edge Before I start talking about the ArchiveAPI, I […]

URL: https://hacks.mozilla.org/2012/10/archiveapi-read-out-archive-file-contents-introducing-bleeding-edge/


## 1010. Cheerio! to another MDN doc sprint

*Autor: Desconocido | Fecha: 2012-09-30T15:19:17-07:00*

Resumen: This past weekend, a group of MDN contributors finished another fun and productive documentation sprint, while enjoying the environment of Mozilla's London office. Here's a sampling of what we accomplished: < ul> Onur Avsar added the last remaining HTML elements that were undocumented (noframes, isindex, spacer, ruby, rt, and rp). The HTML element reference on […]

URL: https://hacks.mozilla.org/2012/09/cheerio-to-another-mdn-doc-sprint/


## 1011. First Beta release of Mozilla Persona – Login without Passwords

*Autor: Desconocido | Fecha: 2012-09-27T08:15:56-07:00*

Resumen: For the past year, we've been rapidly improving Mozilla Persona (previously BrowserID). Our goal is simple: we want to eliminate passwords on the Web. Today, after many iterations based on community implementation feedback, Persona enters Beta. This first beta means: we've produced and are committing to a much improved API the first-user experience is significantly […]

URL: https://hacks.mozilla.org/2012/09/first-beta-release-of-mozilla-persona-login-without-passwords/


## 1012. Mozilla Hacks Weekly, September 27th 2012

*Autor: Desconocido | Fecha: 2012-09-27T04:14:52-07:00*

Resumen: It's Thursday, which means it's time for Mozilla's Developer Engagement team to share some good links with you!

URL: https://hacks.mozilla.org/2012/09/mozilla-hacks-weekly-september-27th-2012/


## 1013. HTML5 in Sao Paulo, Brazil – the bootleg recordings

*Autor: Desconocido | Fecha: 2012-09-24T03:16:05-07:00*

Resumen: It is always nice to have the opportunity to get to travel and meet developers in various communities in the world: to understand their context, challenges and interests! In April I was in South America, and part of that included giving two talks at a MDN Hack Day (well, evening) in Sao Paulo in Brazil. […]

URL: https://hacks.mozilla.org/2012/09/html5-in-sao-paulo-brazil-the-bootleg-recordings/

## 1014. Announcing the August Dev Derby winners!

*Autor: Desconocido | Fecha: 2012-09-21T10:56:31-07:00*

Resumen: Last month, you pushed the envelope with the Camera API in the August Dev Derby competition. After looking through the entries, our three expert judges–David Walsh, Joe Stagner and (filling in for John Hammink this month) yours truly–have decided on our top five picks. Not a contestant? There are other reasons to be excited. Most […]

URL: https://hacks.mozilla.org/2012/09/announcing-the-august-dev-derby-winners/

## 1015. Mozilla at Smashingconf 2012

*Autor: Desconocido | Fecha: 2012-09-20T13:49:28-07:00*

Resumen: Smashingconf this week attracted 350 web enthusiasts from all over to come to Freiburg, Germany. Workshops and talks by 16 international experts and speakers promised a good overview over what is happening right now. Overall the conference was a great experience. Asking attendees why they came to the conference they said they wanted to learn […]

URL: https://hacks.mozilla.org/2012/09/mozilla-at-smashingconf-2012/

## 1016. The future of Mozilla Hacks

*Autor: Desconocido | Fecha: 2012-09-20T04:32:21-07:00*

Resumen: During the last year, we've seen a 330% improvement in the number of unique visitors for Mozilla Hacks, and out of those, we saw a lot of new readers as well. Thank you! Here at Mozilla Hacks we are constantly working on improving the blog, and I thought I'd talk a little about us and […]

URL: https://hacks.mozilla.org/2012/09/the-future-of-mozilla-hacks/

## 1017. Mozilla Hacks Weekly, September 20th 2012

*Autor: Desconocido | Fecha: 2012-09-20T00:58:21-07:00*

Resumen: Mozilla Hacks Weekly is the chance for us in Mozilla's Developer Engagement team to share good links with you, which we do here every Thursday!

URL: https://hacks.mozilla.org/2012/09/mozilla-hacks-weekly-september-20th-2012/

## 1018. Weekly HTML5 Apps Developer Resources, August 12th 2012

*Autor: Desconocido | Fecha: 2012-09-19T07:03:48-07:00*

Resumen: Weekly Resources for HTML5 Apps Developers Articles IonMonkey JavaScript JIT, in Firefox 18 Integrating input type="file" with the Filesystem API Asynch JS: The Power Of $.Deferred 10 tips for getting that native iOS feel with PhoneGap Play Sound on Hover – Web Audio API Edition Resources BookBlock: A Content Flip Plugin Bootstrap – Sleek, intuitive, […]

URL: https://hacks.mozilla.org/2012/09/weekly-html5-apps-developer-resources-august-12th-2012-2/

## 1019. Selling HTML5 to a consulting company

*Autor: Desconocido | Fecha: 2012-09-18T00:32:44-07:00*

Resumen: I just spent a weekend in a resort in Mallorca. I was invited by an IT consultancy from Frankfurt to join them at their off-site and give a two hour (re)introduction to HTML5. The audience and the challenge The consultancy is very successful in what they do and are very much a Java / native […]

URL: https://hacks.mozilla.org/2012/09/selling-html5-to-a-consulting-company/

## 1020. The CSS Androids you were looking for – Mozilla Hacks on GitHub + interview

*Autor: Desconocido | Fecha: 2012-09-17T06:05:30-07:00*

Resumen: In Firefox, we offer various content in our about:home page – the start page for many Firefox users – to make people aware of new features and possibilities. As you might have seen recently, we have some animations with the Android robot and Firefox, highlighting that Firefox is available on Android. For you developers out […]

URL: https://hacks.mozilla.org/2012/09/the-css-androids-you-were-looking-for-mozilla-hacks-on-github-interview/

## 1021. The ACE Editor Hits v1.0

*Autor: Desconocido | Fecha: 2012-09-17T02:09:17-07:00*

Resumen: This blog post is written by guest author Matt Pardee, developer evangelist for Cloud9 IDE. The ACE editor came to prominence at a time when web applications were beginning to match the sophistication and performance of their desktop counterparts. When the Mozilla Bespin/Skywriter team saw ACE at JSConf EU in 2010, they decided to replace […]

URL: https://hacks.mozilla.org/2012/09/the-ace-editor-hits-v1-0/

## 1022. Mozilla Hacks Weekly, September 13th 2012

*Autor: Desconocido | Fecha: 2012-09-13T03:29:11-07:00*

Resumen: Mozilla Hacks Weekly is the chance for us in Mozilla's Developer Engagement team to share good links with you, which we do here every Thursday!

URL: https://hacks.mozilla.org/2012/09/mozilla-hacks-weekly-september-13th-2012/

## 1023. Weekly HTML5 Apps Developer Resources, August 12th 2012

*Autor: Desconocido | Fecha: 2012-09-12T07:04:27-07:00*

Resumen: Weekly Resources for HTML5 Apps Developers Articles Enquire.js – Media Query Callbacks in JavaScript JavaScript Tricks You May Not Know Amazon S3 – Cross Origin Resource Sharing Support Article : 30 top examples of JavaScript Make disaster-proof HTML5 forms Resources Shumway – a Flash VM and runtime written in JavaScript Microsoft Driver for Node.JS for […]

URL: https://hacks.mozilla.org/2012/09/weekly-html5-apps-developer-resources-august-12th-2012/

## 1024. It's Opus, it rocks and now it's an audio codec standard!

*Autor: Avatar photo | Fecha: 2012-09-11T11:28:05-07:00*

Resumen: In a great victory for open standards, the Internet Engineering Task Force (IETF) has just standardized Opus as RFC 6716. Opus is the first state of the art, free audio codec to be standardized. We think this will help us achieve wider adoption than prior royalty-free codecs like Speex and Vorbis. This spells the beginning […]

URL: https://hacks.mozilla.org/2012/09/its-opus-it-rocks-and-now-its-an-audio-codec-standard/

## 1025. Full WebRTC support is soon coming to a web browser near you!

*Autor: Desconocido | Fecha: 2012-09-11T01:55:18-07:00*

Resumen: The web is such an integral part of our lives and how we communicate with each other. That's why we get so excited when we reach evolutionary peaks that take us leaps and bounds forward in offering a better and open game-changing experience for users and web developers alike! We believe WebRTC to be one […]

URL: https://hacks.mozilla.org/2012/09/full-webrtc-support-is-soon-coming-to-a-web-browser-near-you/

## 1026. BrazilJS Firefox OS Apps Hack Day: fun, games & JavaScript

*Autor: Desconocido | Fecha: 2012-09-10T17:31:43-07:00*

Resumen: BrazilJS Location: Porto Alegre, Rio Grande do Sul, Brazil. A long way from where I live and work in Mountain View, California. BrazilJS—two intense, action-packed days of technology showmanship, conversation, and immersion in the exuberant developer culture of Brazil. And plenty of JavaScript, which sounds something like "Jhavascreep-chi" when pronounced in Brazilian Portuguese. The days […]

URL: https://hacks.mozilla.org/2012/09/braziljs-firefox-os-apps-hack-day-fun-games-javascript/

## 1027. Interview: Paul Brunt, WebGL Dev Derby winner

*Autor: Desconocido | Fecha: 2012-09-10T00:00:11-07:00*

Resumen: Paul Brunt won the WebGL Dev Derby with SnappyTree, his incredibly powerful (and even a little addicting) 3D tree designer. SnappyTree provides a wonderful example of what we can do with the Web today — it even has an export function for using your trees in native applications (move over Blender), not that we will […]

URL: https://hacks.mozilla.org/2012/09/interview-paul-brunt-webgl-dev-derby-winner/

## 1028. Mozilla at OpenReaktor Warsaw – Firefox OS and Open Business

*Autor: Desconocido | Fecha: 2012-09-07T02:40:40-07:00*

Resumen: As a warm-up for Mozcamp happening in Warsaw, Poland this weekend the Mozilla DevEngage team together with Reaktor Warsaw gave around 100 developers and entrepreneurs a first look at Firefox OS and the upcoming infrastructure Mozilla is working on to enable Open Business. Chris Heilmann and Brian King had an hour to bring our messages […]

URL: https://hacks.mozilla.org/2012/09/mozilla-at-openreaktor-warsaw-firefox-os-and-open-business/

## 1029. Mozilla Hacks Weekly, September 6th 2012

*Autor: Desconocido | Fecha: 2012-09-06T06:29:00-07:00*

Resumen: Mozilla Hacks Weekly is the chance for us in Mozilla's Developer Engagement team to share good links with you, which we do here every Thursday!

URL: https://hacks.mozilla.org/2012/09/mozilla-hacks-weekly-september-6th-2012/

## 1030. HTML Editing and other improvements in Firefox 17 Developer Tools

*Autor: Desconocido | Fecha: 2012-09-04T05:54:54-07:00*

Resumen: Firefox 17 has recently hit the Aurora channel, and with it comes a number of improvements to the built-in web developer tools. HTML Editing This is one of the most-requested features for our tools, and we're happy with the solution we have for you. With the Style panel in the Page Inspector, you can easily […]

URL: https://hacks.mozilla.org/2012/09/html-editing-and-other-improvements-in-firefox-17-developer-tools/

## 1031. Announcing the No JavaScript Challenge (July Dev Derby) winners!

*Autor: Desconocido | Fecha: 2012-09-03T15:55:58-07:00*

Resumen: What can I say? Wow. The No JavaScript Challenge was absolutely incredible. It was our most successful Dev Derby yet, and by far. You shared more than seventy amazing demos of what you can do without touching a single line of JavaScript. More than seventy amazing demos of how powerful declarative markup can be. That's […]

URL: https://hacks.mozilla.org/2012/09/announcing-the-july-dev-derby-winners/

## 1032. Aurora 17 it out, bringing better security and support for new standards

*Autor: Desconocido | Fecha: 2012-08-31T14:31:01-07:00*

Resumen:

URL: https://hacks.mozilla.org/2012/08/aurora-17-is-out/

## 1033. New Firefox Command Line helps you develop faster

*Autor: Desconocido | Fecha: 2012-08-30T10:41:45-07:00*

Resumen: Firefox 16, now on the Beta channel, has a fantastic feature that was mentioned briefly in the Aurora 16 blog post and first introduced in a separate post by Joe Walker, the feature's creator. We've devoted a sizable portion of the new Developer Toolbar to the "command line", which you may sometimes see us call […]

URL: https://hacks.mozilla.org/2012/08/new-firefox-command-line-helps-you-develop-faster/

## 1034. Mozilla Hacks Weekly, August 30th 2012

*Autor: Desconocido | Fecha: 2012-08-30T02:34:45-07:00*

Resumen: Thursday is here, which means it is time for Mozilla Hacks Weekly! We in Mozilla's Developer Engagement team have a lot of interesting links to share with you!

URL: https://hacks.mozilla.org/2012/08/mozilla-hacks-weekly-august-30th-2012/

## 1035. Weekly HTML5 Apps Developer Resources, August 29th 2012

*Autor: Desconocido | Fecha: 2012-08-29T14:44:59-07:00*

Resumen: Weekly Resources for HTML5 Apps Developers Articles Understanding CSS Filter Effects Creating native-like user experiences in PhoneGap with App-UI Deploying Your First Node.js and Socket.io App to Heroku Microsoft's WebMatrix adds Node.js Support Digesting JavaScript MVC – Pattern Abuse Or Evolution? Resources Useful jQuery Function Demos For Your Projects Joconut: Never Load A Full Page […]

URL: https://hacks.mozilla.org/2012/08/weekly-html5-apps-developer-resources-august-29th-2012/

## 1036. Opus Support for WebRTC

*Autor: Desconocido | Fecha: 2012-08-28T08:44:43-07:00*

Resumen: As we announced during the beta cycle, Firefox now supports the new Opus audio format. We expect Opus to be published as RFC 6716 any day now, and we're starting to see Opus support pop up in more and more places. Momentum is really building. What does this mean for the web? Keeping the Internet […]

URL: https://hacks.mozilla.org/2012/08/opus-support-for-webrtc/

## 1037. Mozilla and Games: Pushing the Limits of What's Possible

*Autor: Desconocido | Fecha: 2012-08-28T07:34:13-07:00*

Resumen: At Mozilla, we believe in the power and potential of the Web and want to see it thrive for everyone, everywhere. What We've Done We're committed to building the infrastructure needed to keep the Web the most robust platform on the planet. Although its roots have been around for some time, Mozilla's focus on games […]

URL: https://hacks.mozilla.org/2012/08/mozilla-and-games-pushing-the-limits-of-whats-possible/

## 1038. No Single Benchmark for the Web

*Autor: Desconocido | Fecha: 2012-08-24T11:21:53-07:00*

Resumen: Google released a new JavaScript benchmark a few days ago called Octane. New benchmarks are always welcome, as they push browsers to new levels of performance in new areas. I was particularly pleased to see the inclusion of pdf.js, which unlike most benchmarks is real-world code, as well as the GB Emulator which is a […]
URL: https://hacks.mozilla.org/2012/08/no-single-benchmark-for-the-web/

## 1039. 5 ways you can contribute to MDN

*Autor: Desconocido | Fecha: 2012-08-23T12:47:55-07:00*

Resumen: The new Mozilla Developer Network platform, code-named Kuma, debuted earlier this month. Kuma introduced numerous improvements to the documentation site, including: much improved front and back end performance no reliance on third-party services vendors improved editing and translating interfaces enhanced macro creation language called KumaScript ability to more quickly push code to production ..and more! […]
URL: https://hacks.mozilla.org/2012/08/5-ways-you-can-contribute-to-mdn/

## 1040. Mozilla Hacks Weekly, August 23rd 2012

*Autor: Desconocido | Fecha: 2012-08-23T00:25:16-07:00*

Resumen: Mozilla's Developer Engagement team reads and reads, and that means good links to share with you!
URL: https://hacks.mozilla.org/2012/08/mozilla-hacks-weekly-august-23rd-2012/

## 1041. Like MDN? Run a WordPress site? Promote MDN!

*Autor: Desconocido | Fecha: 2012-08-20T11:35:32-07:00*

Resumen: Do you like MDN and run a WordPress site? We made a WordPress Plugin to Promote MDN. You can install it thru your WordPress admin dashboard. It is based on WordPress developer extraordinaire freediver's SEO Smart Links plugin. Promote MDN automatically links keywords and phrases on your site to MDN – including past content! The […]
URL: https://hacks.mozilla.org/2012/08/like-mdn-run-a-wordpress-site-promote-mdn/

## 1042. Mozilla Hacks Weekly, August 16th 2012

*Autor: Desconocido | Fecha: 2012-08-16T07:26:09-07:00*

Resumen: It's Thursday, and here in Mozilla's Developer Engagement team that means we have some good links to share with you!
URL: https://hacks.mozilla.org/2012/08/mozilla-hacks-weekly-august-16th-2012/

## 1043. Weekly HTML5 Apps Developer Resources, August 15th 2012

*Autor: Desconocido | Fecha: 2012-08-15T14:19:45-07:00*

Resumen: Weekly Resources for HTML5 Apps Developers Articles Front-end Unit Testing with JavaScript Beginners Guide to KnockoutJS: Part 1 Beginners Guide to KnockoutJS: Part 2 ECMAScript 6 Resources For The Curious JavaScripter Backbone Events: Framework Communication 25 Superb jQuery Slideshow Plugins with Tutorials Resources JSCheck Dependency management with RequireJS Redactor – WYSIWYG editor on jQuery xgui.js […]
URL: https://hacks.mozilla.org/2012/08/weekly-html5-apps-developer-resources-august-15th-2012/

## 1044. Developer survey results: libraries and cross-browser on mobile?

*Autor: Desconocido | Fecha: 2012-08-13T13:37:00-07:00*

Resumen: At Mozilla, we are dedicated to keep the web open and independent of a single company or technology. This means that users should have a choice of browsers and technology to use to go online and should not be blocked out because they can't afford a certain device or are forbidden to change their browser. […]
URL: https://hacks.mozilla.org/2012/08/developer-survey-results-libraries-and-cross-browser-on-mobile/

## 1045. Interview: Ond –V¢ î  a, Websockets Dev Derby winner

*Autor: Desconocido | Fecha: 2012-08-10T15:00:19-07:00*

Resumen: Ond –V¢ î  a achieved a first in the Websockets Dev Derby this past May. In one month, he won three spots in the top five: a finalist spot for Collaborative Draw, third place for Atoms, and first place for Just Spaceships!. I recently had the chance to learn more about Ondras, his work, and his thoughts […]
URL: https://hacks.mozilla.org/2012/08/interview-ondrej-zara-websockets-dev-derby-winner/

## 1046. Mozilla Hacks Weekly, August 10th 2012

*Autor: Desconocido | Fecha: 2012-08-10T01:17:36-07:00*

Resumen: Time again for some weekly reading tips Mozilla's Developer Engagement team!
URL: https://hacks.mozilla.org/2012/08/mozilla-hacks-weekly-august-10th-2012/

## 1047. Kuma: Cool URL tricks

*Autor: Desconocido | Fecha: 2012-08-09T06:15:44-07:00*

Resumen: If you're fiddling with automation, or want to be able to pull information out of the Mozilla Developer Network wiki, there are some helpful queries you can do with URLs that may help you out. Today, I'm going to share those. The Kuma API While we don't yet have a writable API (we know this […]
URL: https://hacks.mozilla.org/2012/08/kuma-cool-url-tricks/

## 1048. Remote Debugging on Firefox for Android

*Autor: Desconocido | Fecha: 2012-08-09T00:37:56-07:00*

Resumen: NOTE: since this article was published, the Firefox remote debugging functionality has changed somewhat. For up-to-date information, you should read Remote Debugging on MDN. A month ago we introduced the Debugger and other new developer tools introduced in Firefox 15. Our new Debugger lets you connect Firefox Desktop to Firefox on Android so that you […]
URL: https://hacks.mozilla.org/2012/08/remote-debugging-on-firefox-for-android/

## 1049. Push the Web Further at Hackanooga

*Autor: Desconocido | Fecha: 2012-08-08T10:46:55-07:00*

Resumen: If you enjoy pushing the limits of the open web platform, we want you to join us September 14-16 in The Gig City (Chattanooga, Tennessee) for a weekend of good food, good friends, and—most importantly—a unique opportunity to play on a citywide, 1 gigabit per second network. What happens when you hack with WebGL, WebRTC, […]
URL: https://hacks.mozilla.org/2012/08/push-the-web-further-at-hackanooga/

## 1050. Video and slides from JavaScript APIs – The Web is the Platform presentation at the .toster conference

Resumen: Back in May, I was lucky to go to Moscow, Russia, to speak at the .toster conference about JavaScript APIs and the web as a platform. Now I have the video together with the slides to share from that presentation. I cover a lot of various JavaScript APIs, possibilities on the web and also new […]

URL: https://hacks.mozilla.org/2012/08/video-and-slides-from-javascript-apis-the-web-is-the-platform-presentation-at-the-toster-conference/

## 1051. Introduction to Kuma: Templates and scripts

Resumen: At just after 10 AM today, we switched over from our MindTouch based wiki to our new, Mozilla-built Kuma wiki platform for the Mozilla Developer Network, as I announced yesterday that we'd be doing. So far, all's well! Over the next week or two, I will be sharing a few suggestions, tips, and bits of […]

URL: https://hacks.mozilla.org/2012/08/introduction-to-kuma-templates-and-scripts/

## 1052. It's time: MDN relaunch on Kuma wiki on August 3

Resumen: That's right! We're finally ready to throw the switch! Tomorrow (that is, Friday, August 3, 2012) we intend to switch from the current MindTouch-based wiki to our new Kuma platform for the Mozilla Developer Network wiki. The changeover should happen at about 10:00 AM Pacific Daylight Time. At that time, there should be, at most, […]

URL: https://hacks.mozilla.org/2012/08/its-time-mdn-relaunch-on-kuma-wiki-on-august-3/

## 1053. Mozilla Hacks Weekly, August 2nd 2012

Resumen: We're back after a few weeks of summer break here in the Northern Hemisphere, and we have good links for you! Here's the latest round from Mozilla's Developer Engagement team.

URL: https://hacks.mozilla.org/2012/08/mozilla-hacks-weekly-august-2nd-2012/

## 1054. Weekly HTML5 Apps Developer Resources, August 1st 2012

Resumen: Weekly Resources for HTML5 Apps Developers Articles JavaScript design patterns – Part 1: Singleton, composite, and façade

URL: https://hacks.mozilla.org/2012/08/weekly-html5-apps-developer-resources-august-1st-2012/

## 1055. Using IndexedDB API today – the IndexedDB polyfills

Resumen: This is a guest post from Parashuram Narasimhan on how to use IndexedDB today. Using the polyfills mentioned in this article, web developers can start using IndexedDB APIs in their applications and support a wider range of browsers. The IndexedDB API has matured into a stable specification with support by major browser vendors. However, the […]

URL: https://hacks.mozilla.org/2012/07/using-indexeddb-api-today-the-indexeddb-polyfills/

## 1056. Report from San Francisco Gigabit Hack Days with US Ignite

Resumen: This past weekend, the Internet Archive played host to a crew of futurist hackers for the San Francisco Gigabit Hack Days. The two-day event, organized by Mozilla and the City of San Francisco, was a space for hackers and civic innovators to do some experiments around the potential of community fiber and gigabit networks. Kick-off […]
URL: https://hacks.mozilla.org/2012/07/report-from-san-francisco-gigabit-hack-days-with-us-ignite/

## 1057. Keynote on Firefox OS at Campus Party Recife
*Autor: Desconocido | Fecha: 2012-07-29T14:03:36-07:00*
Resumen: Chris Heilmann and I just finished our keynote at Campus Party Recife in this lovely Brazilian coastal town. It is amazing to see the enthusiasm and momentum around Firefox OS in the local community. By partnering with Telefonica and their Open Web Device initiative the reception was that much that the organisers had to double […]
URL: https://hacks.mozilla.org/2012/07/keynote-on-firefox-os-at-campus-party-recife/

## 1058. FoxIE – a video training series on web standards with Microsoft
*Autor: Desconocido | Fecha: 2012-07-27T06:03:44-07:00*
Resumen: About a month ago Chris Heilmann of Mozilla went to Miami, Florida to shoot a series of training videos with Rey Bango of Microsoft. Now these videos are available on Microsoft's Channel9 as the FoxIE training series. In a very off-the-cuff discussion format between Rey and Chris we covered a few topics: Introducing FoxIE has […]
URL: https://hacks.mozilla.org/2012/07/foxie-a-video-training-series-on-web-standards-with-microsoft/

## 1059. Taking About:Home Snippets to the Next Level.
*Autor: Desconocido | Fecha: 2012-07-25T09:51:32-07:00*
Resumen: If you are a Firefox user and you start the browser this morning or you type "about:home" in the URL bar we have a surprise for you. Instead of the Firefox logo you'll see an animation celebrating the global spirit of community. This is just one of many planned enhancements to mozilla.org pages and mozilla […]
URL: https://hacks.mozilla.org/2012/07/taking-snippets-to-the-next-level/

## 1060. Weekly HTML5 Apps Developer Resources, July 25th 2012
*Autor: Desconocido | Fecha: 2012-07-25T09:03:48-07:00*
Resumen: Weekly Resources for HTML5 Apps Developers Articles How I learned Backbone.js, Three.js & GLSL in one week Preparing Yourself for Modern JavaScript Development List of languages that compile to JS Let's Code: Test-Driven Javascript Websocket Frame Inspection now in Chrome DevTools Resources SpahQL – A query language for Javascript objects Web application framework for a […]
URL: https://hacks.mozilla.org/2012/07/weekly-html5-apps-developer-resources-july-25th-2012/

## 1061. Hack the News: Apply for an OpenNews Fellowship
*Autor: Desconocido | Fecha: 2012-07-24T08:39:46-07:00*
Resumen: How would you like a job where every day is like a hackathon, and you are helping to reinvent a struggling industry? If that sounds intriguing to you, you should apply to become a Knight-Mozilla OpenNews Fellow for 2012-2013. If selected, you'll be embedded in a world-class newsroom, where you'll write the code that exposes […]
URL: https://hacks.mozilla.org/2012/07/hack-the-news-apply-for-an-opennews-fellowship/

## 1062. Announcing the June Dev Derby winners!

*Autor: Desconocido | Fecha: 2012-07-23T18:53:24-07:00*

Resumen: Last month, creative web developers from around the world showed us what they could do with WebGL in the June Dev Derby competition. After looking through the entries, our three expert judges—Guillermo Rauch, Peter Lubbers, and Rob Hawkes—have decided on three winners and two runners-up. Not a contestant? There are other reasons to be excited. […]

URL: https://hacks.mozilla.org/2012/07/announcing-the-june-dev-derby-winners/

## 1063. Aurora 16 is out — Unprefixing time !

*Autor: Desconocido | Fecha: 2012-07-20T22:37:36-07:00*

Resumen: Web developers, it is time to celebrate! In the upcoming Firefox 16, which reached the Aurora status today, a major enhancement is the unprefixing of several stable CSS features. Other notable features of interest to Web developers include several more HTML5-related APIs, better accessibility on Mac OS, and improvements to Firefox Developer Tools.   So […]

URL: https://hacks.mozilla.org/2012/07/aurora-16-is-out/

## 1064. Firefox Beta 15 supports the new Opus audio format

*Autor: Desconocido | Fecha: 2012-07-19T15:50:31-07:00*

Resumen: Firefox 15 (now in the Beta channel) supports the Opus audio format, via the Opus reference implementation. What is it? Opus is a completely free audio format that was recently approved for publication as a standards-track RFC by the IETF. Opus files can play in Firefox Beta today. Opus offers these benefits: Better compression than […]

URL: https://hacks.mozilla.org/2012/07/firefox-beta-15-supports-the-new-opus-audio-format/

## 1065. Optimizing Memory Usage for Add-ons

*Autor: Desconocido | Fecha: 2012-07-19T12:00:40-07:00*

Resumen: Editor's note: This is a short excerpt from Nicholas Nethercote's personal blog. Nicholas is a programmer from Melbourne, Australia, who works for Mozilla on improving the quality of software. Here's the good news in a nutshell: "Over the past year, Mozilla has made great progress in reducing Firefox's memory consumption. However, the excessive memory consumption […]

URL: https://hacks.mozilla.org/2012/07/firefox-15-optimizing-memory/

## 1066. HTML5 Web applications and libraries survey – first results

*Autor: Desconocido | Fecha: 2012-07-19T04:56:39-07:00*

Resumen: At Mozilla, we are dedicated to keep the web open and independent of a single company or technology. This means that users should have a choice of browsers and technology to use to go online and should not be blocked out because they can't afford a certain device or are forbidden to change their browser. […]

URL: https://hacks.mozilla.org/2012/07/html5-web-applications-and-libraries-survey-first-results/

## 1067. Weekly HTML5 Apps Developer Resources, July 18th 2012

*Autor: Desconocido | Fecha: 2012-07-18T07:44:17-07:00*

Resumen: Weekly Resources for HTML5 Apps Developers Articles Let's Code: Test-Driven Javascript Podcast : JSJ Design Patterns in Javascript Proxies and Frozen objects BrowserID: Logging in with BrowserID, Passport and NodeJS XHTML, document.write, and Adsense Resources HTML Shell Brunch – Brunch is an assembler for HTML5 applications Node.JS port

of WebGL for desktops: windows, linux, mac […]
URL: https://hacks.mozilla.org/2012/07/weekly-html5-apps-developer-resources-july-18th-2012/

## 1068. Want to fix the mobile web with us? Please answer some questions we have!

*Autor: Desconocido | Fecha: 2012-07-17T09:14:20-07:00*

Resumen: At Mozilla our main reason to be is to keep the web open and free for everybody. We are passionate about the web and love how easy it is to get started as a developer. A few years ago we fought against monoculture on the desktop and won. Now we have the new challenge to […]

URL: https://hacks.mozilla.org/2012/07/want-to-fix-the-mobile-web-with-us-please-answer-some-questions-we-have/

## 1069. The Web Developer Toolbox: Modernizr

*Autor: Desconocido | Fecha: 2012-07-17T05:00:06-07:00*

Resumen: This is the third in a series of articles dedicated to useful libraries that all web developers should have in their toolbox. The intent is to show you what those libraries can do and help you to use them at their best. This third article is dedicated to the Modernizr library. Introduction Modernizer is a […]

URL: https://hacks.mozilla.org/2012/07/the-web-developer-toolbox-modernizr/

## 1070. Interview: Jay Salvat, Audio Dev Derby winner

*Autor: Desconocido | Fecha: 2012-07-13T14:00:32-07:00*

Resumen: Jay Salvat won the Audio Dev Derby with Buzz demo, his wonderful children's game powered by the open web. Using a JavaScript library that he wrote himself, Jay demonstrated that web audio can be not only useful, but also practical and even engaging. Recently, I had the opportunity to learn more about Jay: his work, […]

URL: https://hacks.mozilla.org/2012/07/interview-jay-salvat-audio-dev-derby-winner/

## 1071. getUserMedia is ready to roll!

*Autor: Desconocido | Fecha: 2012-07-13T09:46:10-07:00*

Resumen: We blogged about some of our WebRTC efforts back in April. Today we have an exciting update for you on that front: getUserMedia has landed on mozilla-central! This means you will be able to use the API on the latest Nightly versions of Firefox, and it will eventually make its way to a release build. […]

URL: https://hacks.mozilla.org/2012/07/getusermedia-is-ready-to-roll/

## 1072. Firebug 1.10 New Features

*Autor: Desconocido | Fecha: 2012-07-13T06:22:39-07:00*

Resumen: Firebug 1.10 has been released and so, let's see what new features are introduced in this version. First of all, check out the compatibility table: Firefox 5.0 – 13.0 with Firebug 1.9 Firefox 13.0 – 16.0 with Firebug 1.10 Firebug 1.10 is true community achievement and so, let me also introduce all developers who contributed […]

URL: https://hacks.mozilla.org/2012/07/firebug-1-10-new-features/

## 1073. Dr.Seuss and Persona – Mozilla at Webvisions Barcelona

*Autor: Desconocido | Fecha: 2012-07-12T03:14:55-07:00*

Resumen: Last week Webvisions, a 3 day conference covering everything UX and web lured a few hundred enthusiasts to the sunny Barcelona. Mozilla sent Crystal Beasley and Chris Heilmann to talk about logging into the web with Persona and the future of the web. Crystal gave a workshop on login systems and how to improve them […]
URL: https://hacks.mozilla.org/2012/07/dr-seuss-and-persona-mozilla-at-webvisions-barcelona/

## 1074. MDN: Wiki edits disabled for now
*Autor: Desconocido | Fecha: 2012-07-11T09:25:37-07:00*
Resumen: We have entirely disabled editing of the current MindTouch based wiki, without enabling the automatic redirection to Kuma, while we deal with a technical issue caused by our script that was automatically migrating every edit on the MindTouch site to Kuma. Once that is resolved, we should be able to enable the automatic redirects of […]
URL: https://hacks.mozilla.org/2012/07/mdn-wiki-edits-disabled-for-now/

## 1075. Weekly HTML5 Apps Developer Resources, July 11th 2012
*Autor: Desconocido | Fecha: 2012-07-11T08:11:36-07:00*
Resumen: Weekly Resources for HTML5 Apps Developers Articles Responsive Tables – Don't let tables break your responsive layout anymore. Diving Into CSS Regions Self-updating scripts HTML5 adaptive images: end of round one. YUIDoc 3.0 Release Notice – JavaScript documentation generator. Resources WYSIHTML5 – A better approach to rich text editing Cuepoint JS – A plugin for […]
URL: https://hacks.mozilla.org/2012/07/weekly-html5-apps-developer-resources-july-11th-2012/

## 1076. Debugger, Responsive Design View and more in Firefox Aurora 15
*Autor: Desconocido | Fecha: 2012-07-06T05:28:51-07:00*
Resumen: Firefox 15 is now in the Aurora channel and has some big new features and improvements to the built-in tools for web developers. JavaScript Debugging Firefox now ships with a Debugger (available via the Web Developer menu, or with the ctrl-shift-S/cmd-opt-S keyboard shortcut). Use this tool to quickly hunt down problems in your JavaScript code. […]
URL: https://hacks.mozilla.org/2012/07/debugger-responsive-design-view-and-more-in-firefox-aurora-15/

## 1077. Why no FileSystem API in Firefox?
*Autor: Desconocido | Fecha: 2012-07-05T13:18:51-07:00*
Resumen: A question that I get asked a lot is why Firefox doesn't support the FileSystem API. Usually, but not always, they are referring specifically to the FileSystem and FileWriter specifications which Google is implementing in Chrome, and which they have proposed for standardization in W3C. The answer is somewhat complex, and depends greatly on what […]
URL: https://hacks.mozilla.org/2012/07/why-no-filesystem-api-in-firefox/

## 1078. Mozilla Hacks Weekly, July 5th 2012
*Autor: Desconocido | Fecha: 2012-07-05T00:36:09-07:00*
Resumen: Thursday, and time for some link suggestions from Mozilla's Developer Engagement team. This will be the last Hacks Weekly for a little while, since we're taking a summer break (or, well, summer in the Northern Hemisphere, and winter for the South :-)). See you again in August!
URL: https://hacks.mozilla.org/2012/07/mozilla-hacks-weekly-july-5th-2012/

## 1079. Report from Ancona: CONFSL 2012

*Autor: Desconocido | Fecha: 2012-07-03T14:07:16-07:00*

Resumen: Last month I attended CONFSL, an interesting conference about Free Software that took place in Ancona, Italy. I had the opportunity to meet other Mozillians (Iacopo Benesperi and Francesco Lodolo) and to talk to some people working for Mozilla: Tristan Nitot, Marcia Knous, Marco Bonardo, Paolo Amadini. They are amazing people who make our lives […]

URL: https://hacks.mozilla.org/2012/07/report-from-ancona-confsl-2012/

## 1080. Kuma: The updated editor experience

*Autor: Desconocido | Fecha: 2012-07-01T16:56:17-07:00*

Resumen: The editing experience on the new Kuma wiki that we'll be deploying starting on July 5th is not enormously different from what you're used to, but there are some key differences I'd like to call out. Getting into the editor Let's take a look, first, at differences in how you get into the editor. Once […]

URL: https://hacks.mozilla.org/2012/07/kuma-the-updated-editor-experience/

## 1081. Mozilla hacks Weekly, June 28th 2012

*Autor: Desconocido | Fecha: 2012-06-28T03:11:34-07:00*

Resumen: We took a little break last week, just to be back with some excellent links this Thursday!

URL: https://hacks.mozilla.org/2012/06/mozilla-hacks-weekly-june-28th-2012/

## 1082. MDN: The Kuma switch begins on July 5th!

*Autor: Desconocido | Fecha: 2012-06-27T10:18:40-07:00*

Resumen: Update 2012-07-06: The date when content editing switches to the new platform has been postponed to July 9th. There have been some stability and data center issues that slowed us down, as well as a few big bugs that have been resolved but still need to be tested. Hopefully by now you're aware we're switching […]

URL: https://hacks.mozilla.org/2012/06/mdn-the-kuma-switch-begins-on-july-5th/

## 1083. The new MDN wiki platform is coming soon!

*Autor: Desconocido | Fecha: 2012-06-21T10:35:40-07:00*

Resumen: Change is coming to the Mozilla Developer Network! As you probably know, we've been using the MindTouch wiki software for several years now, and although it's a nice package, it has not been a good fit for us. As I hope you also already know, we've been working for the last couple of years on […]

URL: https://hacks.mozilla.org/2012/06/the-new-mdn-wiki-platform-is-coming-soon/

## 1084. Weekly HTML5 Apps Developer Resources, June 20th 2012

*Autor: Desconocido | Fecha: 2012-06-20T06:48:58-07:00*

Resumen: Weekly Resources for HTML5 Apps Developers Articles Meet Crockford's JSCheck Front-end Unit Testing with JavaScript An introduction to jQuery Deferred Functions JavaScript design patterns – Part 2: Adapter, decorator, and factory How To Build A Real-Time Commenting System Resources Node Package Manager registry Knockout.js – A MVVM Framework for JavaScript App.js – Build Desktop Applications […]

URL: https://hacks.mozilla.org/2012/06/weekly-html5-apps-developer-resources-june-20th-2012/

## 1085. Announcing the May Dev Derby winners!

*Autor: Desconocido | Fecha: 2012-06-19T15:57:57-07:00*

Resumen: Last month, ten excellent WebSocket demos were shared in the May Dev Derby competition. After looking through the entries, our three expert judges—Guillermo Rauch, Peter Lubbers, and Rob Hawkes—have decided on three winners and three runners-up. You don't have to be a contestant to get excited. Because these demos are completely open-source, they provide wonderful […]

URL: https://hacks.mozilla.org/2012/06/announcing-the-may-dev-derby-winners/

## 1086. Bringing the web to mobiles – Mozilla and Telefonica at Over the Air 2012

*Autor: Desconocido | Fecha: 2012-06-18T13:52:51-07:00*

Resumen: A few weeks ago, Over the Air 2012, Englands biggest mobile (un)conference in Bletchley Park, England (home of the first ever computer built to crack the German Enigma encryption machines) attracted a few hundred developers to hear about the latest happenings in the mobile space and hack with them. Mozilla's contribution was not only the […]

URL: https://hacks.mozilla.org/2012/06/bringing-the-web-to-mobiles-mozilla-and-telefonica-at-over-the-air-2012/

## 1087. Mozilla Hacks Weekly, June 14th 2012

*Autor: Desconocido | Fecha: 2012-06-14T12:08:25-07:00*

Resumen: Good things happening on the web, and as you know, sharing is caring! Here are this week's link suggestions from Mozilla's Developer Engagement team.

URL: https://hacks.mozilla.org/2012/06/mozilla-hacks-weekly-june-14th-2012/

## 1088. Weekly HTML5 Apps Developer Resources, June 13th 2012

*Autor: Desconocido | Fecha: 2012-06-13T08:36:49-07:00*

Resumen: Weekly Resources for HTML5 Apps Developers Articles New Firefox Developer Tools Help You Build Responsive Websites Firefox demos responsive tool DOM Level 3 Mutation Events – I Want a DAMNodeInserted Event! New ECMAScript 6 Spec Draft Available O'Reilly Radar : The surprising rise of JavaScript Resources HTML5 Music Player A lightweight javascript date library for […]

URL: https://hacks.mozilla.org/2012/06/weekly-html5-apps-developer-resources-june-13th-2012/

## 1089. Interview: Marco Castelluccio & Mozilla Apps in Ubuntu

*Autor: Desconocido | Fecha: 2012-06-12T23:00:57-07:00*

Resumen: Hacks blog readers might remember Marco Castelluccio. Back in March we published an interview with Marco after he took first and second place in the IndexedDB Dev Derby with eLibri and FileSystemDB. Since then Marco has ramped up his contributions to Mozilla and the Open Web through a Google Summer of Code project building web […]

URL: https://hacks.mozilla.org/2012/06/interview-marco-castelluccio-mozilla-apps-in-ubuntu/

## 1090. Talking web standards with Microsoft part 2 – Modern Web Development

*Autor: Desconocido | Fecha: 2012-06-12T05:02:15-07:00*

Resumen: In a recently recorded video series for Microsoft's Channel 9 Rey Bango and Chris Heilmann talked about a few web development topics on camera. The recordings are being edited now but you can get the presentations and the code examples right now. Yesterday you could get the materials of the Building for real standards session. […]

URL: https://hacks.mozilla.org/2012/06/talking-web-standards-with-microsoft-part-2-modern-web-development/

## 1091. The Web Developer Toolbox: ThreeJS

*Autor: Desconocido | Fecha: 2012-06-12T03:00:58-07:00*

Resumen: This is the second of a series of articles dedicated to the useful libraries that all web developers should have in their toolbox. The intent is to show you what those libraries can do and help you to use them at their best. This second article is dedicated to the ThreeJS library. Introduction ThreeJS is […]

URL: https://hacks.mozilla.org/2012/06/the-web-developer-toolbox-threejs/

## 1092. Talking web standards with Microsoft part 1 – Building for real standards

*Autor: Desconocido | Fecha: 2012-06-11T15:57:48-07:00*

Resumen: I just returned from a recording session with Microsoft for their Channel 9 feature. Rey Bango (ex-Mozilla and also ex-Ajaxian) had invited us to chat about a few web development topics on video. The recordings are being edited now but you can get the presentations and the code examples right now. The first session we […]

URL: https://hacks.mozilla.org/2012/06/talking-web-standards-with-microsoft-part-1-building-for-real-standards/

## 1093. Mozilla at SudWeb 2012, France

*Autor: Desconocido | Fecha: 2012-06-08T03:00:28-07:00*

Resumen: SudWeb is a Web event located in the south of France. The second edition took place in Toulouse, "The Pink City" for two days of fun and Web on Friday, May 25th and Saturday, May 26th. SudWeb is unique in the French web landscape, it mainly focuses on professional best practices and sharing knowledge. It's […]

URL: https://hacks.mozilla.org/2012/06/mozilla-at-sudweb-2012-france/

## 1094. Mozilla Hacks Weekly, June 8th 2012

*Autor: Desconocido | Fecha: 2012-06-08T01:19:30-07:00*

Resumen: Just to throw you off a little, we're publishing this week's Mozilla Hacks Weekly on a Friday instead! Enjoy our link suggestions to some good reads and knowledge!

URL: https://hacks.mozilla.org/2012/06/mozilla-hacks-weekly-june-8th-2012/

## 1095. State of the Docs, June 7, 2012

*Autor: Desconocido | Fecha: 2012-06-07T16:10:53-07:00*

Resumen: It has been four weeks since the last State of the Docs update, so there is much to report. As ever, this is just a selection of the recent documentation activity on MDN. Web standards docs Frédéric Bourgeon has done a lot of work on pages for CSS selectors, in both English and French including: […]

URL: https://hacks.mozilla.org/2012/06/state-of-the-docs-june-7-2012/

## 1096. Weekly HTML5 Apps Developer Resources, June 6th 2012

*Autor: Desconocido | Fecha: 2012-06-07T12:22:52-07:00*

Resumen: Weekly HTML5 Apps Developer Resources, June 6th 2012 Weekly Resources for HTML5 Apps Developers   Articles HTML5 Audio – The state of Play. How To Build A Real-Time Commenting System. Websocket Frame Inspection now in Chrome DevTools Self-updating scripts Diving Into CSS Regions Resources Processing.js – makes your data visualizations, digital art, interactive animations, educational […]

URL: https://hacks.mozilla.org/2012/06/weekly-html5-apps-developer-resources-june-6th-2012/

## 1097. Using window.matchMedia to do media queries in JavaScript

*Autor: Desconocido | Fecha: 2012-06-05T02:10:36-07:00*

Resumen: For people building web sites, Responsive Web Design has become a natural approach to making sure the content is available for as many users as possible. This is usually attended to via CSS media queries. However, there is a JavaScript alternative as well. Introducing window.matchMedia The way to approach media queries in JavaScript is through […]

URL: https://hacks.mozilla.org/2012/06/using-window-matchmedia-to-do-media-queries-in-javascript/

## 1098. Announcing the April Dev Derby winners!

*Autor: Desconocido | Fecha: 2012-06-01T04:00:02-07:00*

Resumen: Last month, more than twenty amazing HTML5 audio demos were shared in the April Dev Derby competition. After looking through the entries, our three new expert judges—Peter Lubbers, Rob Hawkes, and (filling in for Guillermo this month) Chris Heilmann—have decided on three winners and two runners-up. You don't have to be a contestant to get […]
URL: https://hacks.mozilla.org/2012/06/announcing-the-april-dev-derby-winners/

## 1099. Mozilla Hacks Weekly, May 31st 2012

*Autor: Desconocido | Fecha: 2012-05-31T07:31:53-07:00*

Resumen: Time again for some links we in Mozilla's Developer Engagement Team would like you to see!
URL: https://hacks.mozilla.org/2012/05/mozilla-hacks-weekly-may-31st-2012/

## 1100. Weekly HTML5 Apps Developer Resources, May 30th 2012

*Autor: Desconocido | Fecha: 2012-05-30T08:45:07-07:00*

Resumen: Weekly Resources for HTML5 Apps Developers Articles Index of Vendor-prefixed APIs in WebKit A guide to CSS3 Units and their uses JavaScript Style Guides And Beautifiers JavaScript Templating with Handlebars Unit test JavaScript applications with Jasmine Why Publishers Don't Like Apps (and love HTML5) WebSockets: Stable and Ready for Developers Video: Peter Lubbers: The HTML5 […]
URL: https://hacks.mozilla.org/2012/05/weekly-html5-apps-developer-resources-may-30th-2012/

## 1101. Presentation: Web vs. Native at Reasons to be Appy

*Autor: Desconocido | Fecha: 2012-05-30T06:01:03-07:00*

Resumen: Yesterday around 300 attendees came to the amazing L.S.O. at St Luke's in London, England for Reasons to be Appy conference. In nine presentations several speakers covered all kind of concepts around app development, from typography to mobile debugging. Mozilla's presentation was Christian Heilmann talking about the controversy around the battle of native vs. web […]
URL: https://hacks.mozilla.org/2012/05/presentation-web-vs-native-at-reasons-to-be-appy/

## 1102. Mozilla Hacks Weekly, May 24th 2012

*Autor: Desconocido | Fecha: 2012-05-24T01:52:38-07:00*

Resumen: It's Thursday and time for us in Mozilla's Developer Engagement Team to share some great links!
URL: https://hacks.mozilla.org/2012/05/mozilla-hacks-weekly-may-24th-2012/

## 1103. Testing the Firefox browser on mobile websites: Are you game?

*Autor: Desconocido | Fecha: 2012-05-21T23:06:33-07:00*

Resumen: Friends and hackers, we have a challenge Are you a developer who's passionate about Mozilla's mission on the open Web? We need your help: We're looking for someone to build a game to help keep the Web open as it goes mobile. There's a Firefox mobile website testing app which we think would make a […]

URL: https://hacks.mozilla.org/2012/05/testing-the-firefox-browser-on-mobile-websites-are-you-game/


## 1104. Mozilla supports the Liberated Pixel Cup for open games

*Autor: Desconocido | Fecha: 2012-05-21T03:00:30-07:00*

Resumen: We're excited to announce that Mozilla is supporting the Liberated Pixel Cup, a fantastic competition aiming to spark the creation of artwork and code for games that are free and available for others to use. The Liberated Pixel Cup is the brainchild of OpenGameArt, a long-standing community of artists that provide graphics and sound effects […]

URL: https://hacks.mozilla.org/2012/05/mozilla-supports-the-liberated-pixel-cup-for-open-games/


## 1105. Mozilla Hacks Weekly, May 17th 2012

*Autor: Desconocido | Fecha: 2012-05-17T01:53:37-07:00*

Resumen: It's that time of the week – some great link suggestions from us in Mozilla's Developer Engagement Team!

URL: https://hacks.mozilla.org/2012/05/mozilla-hacks-weekly-may-17th-2012/


## 1106. The Web Developer Toolbox: Raphaël

*Autor: Desconocido | Fecha: 2012-05-15T00:13:21-07:00*

Resumen: This is the first of a series of articles dedicated to the useful libraries that all web developers should have in their toolbox. My intent is to show you what those libraries can do and help you to use them at their best. This first article is dedicated to the Raphaël library. Introduction Raphaël is […]

URL: https://hacks.mozilla.org/2012/05/the-web-developer-toolbox-raphael/


## 1107. Desktop Apps with HTML5 and the Mozilla Web Runtime

*Autor: Desconocido | Fecha: 2012-05-14T12:16:14-07:00*

Resumen: Desktop Apps with HTML5 One of the best things about HTML is that it's never "done". HTML has been with us longer than most of the development technologies that we consider commonplace. (.NET, ASP, Java, PHP, etc.) The latest incarnation of HTML, HTML5 has been the source of a great deal of buzz in the […]

URL: https://hacks.mozilla.org/2012/05/desktop-apps-with-html5-and-the-mozilla-web-runtime/


## 1108. MDN hack day tomorrow in the #mozldn space in London, England

*Autor: Desconocido | Fecha: 2012-05-11T04:37:43-07:00*

Resumen: We cleared the aftermath of yesterday's epic Geek Quiz (photo proof here) but there is no rest for the wicked in the London Mozilla Space. Tomorrow (yes, that day after this one) we'll run an MDN hack day here in 101 St. Martin's Lane, London (5 minute footwalk from Leicester Square or 10 from Charing […]

URL: https://hacks.mozilla.org/2012/05/mdn-hack-day-tomorrow-in-the-mozldn-space-in-london-england/

## 1109. Getting snappy – performance optimizations in Firefox 13

*Autor: Desconocido | Fecha: 2012-05-11T02:02:40-07:00*

Resumen: Back in the fall of 2011, we took a targeted look at Firefox responsiveness issues. We identified a number of short term projects that together could achieve significant responsiveness improvements in day-to-day Firefox usage. Project Snappy kicked off at the end of the year with the goal of improving Firefox responsiveness. Although Snappy first contributed […]

URL: https://hacks.mozilla.org/2012/05/getting-snappy-performance-optimisations-in-firefox-13/

## 1110. DOM MutationObserver – reacting to DOM changes without killing browser performance.

*Autor: Desconocido | Fecha: 2012-05-10T16:12:10-07:00*

Resumen: DOM Mutation Events seemed like a great idea at the time – as web developers create a more dynamic web it seems natural that we would welcome the ability to listen for changes in the DOM and react to them. In practice however DOM Mutation Events were a major performance and stability issue and have […]

URL: https://hacks.mozilla.org/2012/05/dom-mutationobserver-reacting-to-dom-changes-without-killing-browser-performance/

## 1111. Mozilla Hacks Weekly, May 10th 2012

*Autor: Desconocido | Fecha: 2012-05-10T00:22:08-07:00*

Resumen: Thursday again, dear readers, and time for more link suggestions from us in Mozilla's Developer Engagement Team!

URL: https://hacks.mozilla.org/2012/05/mozilla-hacks-weekly-may-10th-2012/

## 1112. State of the Docs, May 9th, 2012

*Autor: Desconocido | Fecha: 2012-05-09T16:31:39-07:00*

Resumen: By rights, today's edition of "State of the Docs" should be a little light, since it has been only a week and a half since a very productive documentation sprint. But our amazing documentation contributors collectively do not rest, and so there is still lots to mention. Outside the usual categories of docs, Tom Lowenthal […]

URL: https://hacks.mozilla.org/2012/05/state-of-the-docs-may-9th-2012/

## 1113. A look into a Firefox work week

*Autor: Desconocido | Fecha: 2012-05-09T06:04:25-07:00*

Resumen: This post was originally published as A Compendium of Awesome, and is a short summary of a Firefox work week. Posted here to give an overview, with focus on some details, about things happening with Firefox developement. Two weeks ago, the Firefox team got together for a work week in Toronto. It was amazing. Walking […]

URL: https://hacks.mozilla.org/2012/05/a-look-into-a-firefox-work-week/

## 1114. Weekly HTML5 Apps Developer Resources, May 8th 2012

*Autor: Desconocido | Fecha: 2012-05-09T05:28:54-07:00*

Resumen: Weekly Resources for HTML5 Apps Developers Articles Financial Times passes 2m users for its HTML5 web app Coding the future: HTML5 takes the internet by storm Utilize JavaScript messaging with postal.js Open Source Metro style theme for jQuery Mobile JavaScript Style Guides And Beautifiers Spine.js vs Backbone.js HTML5 – You'll never believe how LinkedIn built […]

URL: https://hacks.mozilla.org/2012/05/apps-developer-resources-may-8th-2012/

## 1115. May Dev Derby: Show us what you can do with Websockets

*Autor: Desconocido | Fecha: 2012-05-08T19:49:57-07:00*

Resumen: The May Dev Derby is underway. A monthly contest hosted by the Mozilla Developer Network, the Dev Derby gives you the chance to apply the technology you read about on this blog, push the web forward, and compete for fame, glory, and prizes. This month, we are excited to see what you can do with […]

URL: https://hacks.mozilla.org/2012/05/may-dev-derby-show-us-what-you-can-do-with-websockets/

## 1116. Firefox and the release channels

*Autor: Desconocido | Fecha: 2012-05-08T03:13:44-07:00*

Resumen: When we meet and talk to people, there are often questions about Firefox, how the release shedule works and what different channels we have for testing. Therefore, I'd like to introduce you to/remind you about them and also let you know where the most important testing is, both for you and for us. Firefox release […]

URL: https://hacks.mozilla.org/2012/05/firefox-and-the-release-channels/

## 1117. MDN Hack Day Tour would like to thank…

*Autor: Desconocido | Fecha: 2012-05-07T18:35:22-07:00*

Resumen: Attention UK hackers: MDN Hack Day London takes place this Saturday May 12, at the newest Mozilla Space, on lovely St. Martin's Lane. Designers, developers, and friends are all invited to register. Hacky goodness guaranteed. Many Thanks Yous, One Mozilla It was a whirlwind week and a half for the crew of the Mozilla MDN […]

URL: https://hacks.mozilla.org/2012/05/mdn-hack-day-tour-would-like-to-thank/

## 1118. MDN downtime on May 8th, 2012

*Autor: Desconocido | Fecha: 2012-05-07T11:57:26-07:00*

Resumen: Update 2012-05-08: Thanks to last-minute magic by Mozilla IT, MDN won't be completely unavailable after all. However, it will be running on a single virtual machine rather than three physical servers, so expect worse than usual performance during the time frame described below. Mozilla Developer Network will be down for maintenance and completely unavailable for […]

URL: https://hacks.mozilla.org/2012/05/mdn-downtime-on-may-8th-2012/

## 1119. Privacy policy guidelines and Template for web apps

*Autor: Desconocido | Fecha: 2012-05-03T02:52:17-07:00*

Resumen: Releasing an app is much more than just coding it. You are providing a service to people and they trust you with their data. With the amount of reports of apps "calling home" and storing and sending your data to third parties without your consent rising it is important to make it plain and obvious […]

URL: https://hacks.mozilla.org/2012/05/privacy-policy-guidelines-and-template-for-web-apps/

## 1120. Mozilla Hacks Weekly, May 3rd 2012

*Autor: Desconocido | Fecha: 2012-05-03T01:56:18-07:00*

Resumen: Last week we took a little break from Mozilla Hacks Weekly since a number of us

were traveling South America for our MDN tour. Now we're back, though, so here are more link suggestions from us in Mozilla's Developer Engagement Team!
URL: https://hacks.mozilla.org/2012/05/mozilla-hacks-weekly-may-3rd-2012/


## 1121. MDN First steps

*Autor: Desconocido | Fecha: 2012-05-01T14:44:32-07:00*
Resumen: This is a guest post by Jérémie Patonnier. This article was originally published in French. For two years now, Jérémie has been an active contributor to MDN. He organizes short doc sprints each Wednesday evening at the Mozilla Paris office. During those events, people ask a lot of questions about MDN and how to contribute. […]
URL: https://hacks.mozilla.org/2012/05/mdn-first-steps/


## 1122. State of the browser in London, England

*Autor: Desconocido | Fecha: 2012-04-30T08:11:47-07:00*
Resumen: Last Saturday in London, England the State of the browser conference brought together developer advocates from almost all browser vendors to give the audience an overview of what is going on in the world of browsers. Browser panel with Bruce Lawson (Opera), Chris Heilmann (Mozilla), Martin Beeby (Microsoft) and Paul Kinlan (Google) My involvement was […]
URL: https://hacks.mozilla.org/2012/04/state-of-the-browser-in-london-england/


## 1123. Doc sprint in [insert California cliché]

*Autor: Desconocido | Fecha: 2012-04-29T17:12:16-07:00*
Resumen: The last weekend in April saw yet another amazingly productive documentation sprint for MDN. A group of community members gathered at the Mozilla spaces in California, while others contributed remotely. The in-person group worked on Friday in Mozilla's Mountain View headquarters, then spent Saturday and Sunday at the Mozilla space in San Francisco. Here is […]
URL: https://hacks.mozilla.org/2012/04/doc-sprint-in-insert-california-cliche/


## 1124. Aurora 14 is out! What's new in it?

*Autor: Desconocido | Fecha: 2012-04-27T15:16:56-07:00*
Resumen: We have just released Firefox Aurora 14, which includes a number of improvements. If all goes well, these features should be released in 12 weeks as part of Firefox 14. Highlights There are a few of things we'd like to shine some extra light on here: Native Fullscreen Support in Mac OS X 10.7 "Lion": […]
URL: https://hacks.mozilla.org/2012/04/aurora-14-is-out-whats-new-in-it/


## 1125. State of the Docs, April 24, 2012

*Autor: Desconocido | Fecha: 2012-04-26T15:38:19-07:00*
Resumen: The following is a sample of the changes to the documentation on MDN in the past four weeks. We expect a large flurry of activity during the Documentation sprint this weekend. If you're in the Bay Area, you're welcome to join in person for any part of the sprint, or join remotely if you're elsewhere. […]
URL: https://hacks.mozilla.org/2012/04/state-of-the-docs-april-24-2012/


## 1126. Weekly HTML5 Apps Developer Resources, April 25th 2012

Resumen: Weekly Resources for HTML5 Apps Developers Mozilla Marketplace Partner Spotlights: Here are some profiles of app developers who are joining the Mozilla Marketplace. Kicksend Teambox Audiovroom MobBase Resources Create.js – a suite of tools for creating rich HTML5 experiences The State of HTML5 Video (with compatibility tables) Semantic client-side device detection with Media Queries Adobe's […]
URL: https://hacks.mozilla.org/2012/04/weekly-html5-apps-developer-resources-20120425/

## 1127. Wiki Wednesday: April 18, 2012

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]
URL: https://hacks.mozilla.org/2012/04/wiki-wednesday-april-18-2012/

## 1128. People of Games: Johan Dahlberg (WPilot)

Resumen: People of Games is a series of interviews on game development for the Web. In this first edition we talk to Johan Dahlberg, creator of the WPilot HTML5 space-shooter.
URL: https://hacks.mozilla.org/2012/04/people-of-games-johan-dahlberg-wpilot/

## 1129. Come and make games with us at GameHack

Resumen: This coming weekend (28–29th April) we'll be at GameHack, hosted at Pinewood Studios in the UK. The weekend-long event is focussed on creating amazing games on a variety of platforms. We're working with the highly-experienced guys at Turbulenz to encourage the creation of HTML5 games. And it's not just about having fun making games (thought […]
URL: https://hacks.mozilla.org/2012/04/come-and-make-games-with-us-at-gamehack/

## 1130. Click highlights with CSS transitions

Resumen: When you watch screencasts from time to time you'll see that some software adds growing dots to the clicks the person explaining does to make them more obvious. Using CSS transitions this can be done very simply in JavaScript, too. Check out the following demo on JSFiddle and you see what we mean. When you […]
URL: https://hacks.mozilla.org/2012/04/click-highlights-with-css-transitions/

## 1131. Announcing the March Dev Derby Winners

Resumen: Three-D interfaces have been a fascination for as long as we have used computers. CSS 3D transforms allow you to add depth to effects, making more exciting and more engaging user experiences possible. By moving and rotating content in the X, Y and Z axes you can create beautiful transitions and interfaces without having to […]
URL: https://hacks.mozilla.org/2012/04/announcing-the-march-dev-derby-winners/

## 1132. Bret Victors "Inventing on principle" – and a few things it inspired

*Autor: Desconocido | Fecha: 2012-04-20T06:13:25-07:00*

Resumen: Bret Victor's "Inventing on principle" talk (also available on YouTube in case you want to skip ahead) from this year's CUSEC is one of these hours of your life where you watch something and go "wow": Video on Vimeo. Bret talks about having a principle to follow when inventing new things. A principle that guides […]

URL: https://hacks.mozilla.org/2012/04/bret-victors-inventing-on-principle-and-a-few-things-it-inspired/


## 1133. Mozilla Hacks Weekly, April 19th 2012

*Autor: Desconocido | Fecha: 2012-04-19T04:54:00-07:00*

Resumen: It's Thursday, and that means link suggestions from us in Mozilla's Developer Engagement Team!

URL: https://hacks.mozilla.org/2012/04/mozilla-hacks-weekly-april-19th-2012/


## 1134. Weekly HTML5 Apps Developer Resources, April 18th 2012

*Autor: Desconocido | Fecha: 2012-04-18T05:23:57-07:00*

Resumen: Weekly Resources for HTML5 Apps Developers At Mozilla we're really excited about HTML5 in general and the Mozilla Apps initiative in particular. Each week we'll post here on Hacks with a list of resources of interest to developers building HTML5 apps. This week, we'll start with a reference list of resources for apps and HTML5 […]

URL: https://hacks.mozilla.org/2012/04/html5-apps-developer-resources-20120418/


## 1135. HTML5 conversion and information at Mosync hackathon in Stockholm, Sweden

*Autor: Desconocido | Fecha: 2012-04-17T07:02:29-07:00*

Resumen: It is not often that you find yourself in a disused nuclear reactor from the 50s to talk about state-of-the-art web technology. For about a hundred developers and designers this is exactly what happened last Saturday in Stockholm, Sweden. The R1 reactor played host to the Mosync hackathon organised to get developers to try out […]

URL: https://hacks.mozilla.org/2012/04/html5-conversion-and-information-at-mosync-hackathon-in-stockholm-sweden/


## 1136. MDN Hack Day @polyglotconf, Sunday May 27th in Vancouver BC

*Autor: Desconocido | Fecha: 2012-04-16T22:38:04-07:00*

Resumen: Right now my fellow Mozillians are either in Buenos Aires or on their way there to stage this Friday's MDN Hack Day and the start of our whole South American tour. Me? I'm still at home in Canada working hard the next steps. I'm happy to announce the next MDN Hack Day event will be […]

URL: https://hacks.mozilla.org/2012/04/mdn-hack-day-polyglotconf-sunday-may-27th-in-vancouver-bc/


## 1137. Mozilla Hacks Weekly, April 12th 2012

*Autor: Desconocido | Fecha: 2012-04-12T04:56:44-07:00*

Resumen: Time again to share some good reading tips from Mozilla's Developer Engagement Team!

URL: https://hacks.mozilla.org/2012/04/mozilla-hacks-weekly-april-12th-2012/

## 1138. State of the Docs, March 30, 2012

*Autor: Desconocido | Fecha: 2012-04-06T12:18:50-07:00*

Resumen: This post got stuck in Drafts without getting published. Publishing now for the record. Tristan Nitot wrote a blog post describing how MDN does documentation the Mozilla way. It also gives a good summary of ways that you can help out. Upcoming events Plans are proceeding for the next MDN documentation sprint, April 27 to […]

URL: https://hacks.mozilla.org/2012/04/state-of-the-docs-march-30-2012/

## 1139. Mozilla MDN Hack Day on Tour, Heading South

*Autor: Desconocido | Fecha: 2012-04-06T07:30:41-07:00*

Resumen: The MDN spring tour continues with a trip into autumn in the Conosur – the southernmost region of South America. We're heading south to participate in MozCamp, a gathering of the Mozilla Hispano community, and to meet web developers in Buenos Aires, Argentina; Montevideo, Uruguay; São Paulo, Brazil; and Santiago, Chile. We'll introduce some exciting […]

URL: https://hacks.mozilla.org/2012/04/mozilla-hack-day-on-tour-heading-south/

## 1140. Mozilla Hacks Weekly, April 5th 2012

*Autor: Desconocido | Fecha: 2012-04-05T06:33:15-07:00*

Resumen: It's Thursday, and past April 1st, so time to present you with some good serious reading!

URL: https://hacks.mozilla.org/2012/04/mozilla-hacks-weekly-april-5th-2012/

## 1141. Enhance your HTML5 app with audio.

*Autor: Desconocido | Fecha: 2012-04-05T06:18:36-07:00*

Resumen: When we think of sound in an HTML application we might think of two things: We remember all those sites that started playing loud obnoxious background music when the page loads and then we think about music playing apps. Sound can however be much more: when building immersive app experiences it can be a crucial […]

URL: https://hacks.mozilla.org/2012/04/enhanceyourhtml5appwithaudio/

## 1142. HTML5 audio and audio sprites – this should be simple

*Autor: Desconocido | Fecha: 2012-04-05T02:22:43-07:00*

Resumen: As we're having a HTML5 Audio developer derby this month, I thought it fun to play with audio again. And I found it sadly enough pretty frustrating. One thing I proposed in a lot of talks is using the idea of CSS sprites and apply them to HTML5 audio. You'll get the same benefits – […]

URL: https://hacks.mozilla.org/2012/04/html5-audio-and-audio-sprites-this-should-be-simple/

## 1143. Porting "Me & My Shadow" to the Web – C++ to JavaScript/Canvas via Emscripten

*Autor: Desconocido | Fecha: 2012-04-04T07:18:38-07:00*

Resumen: Editors note: This is a guest post by Alon Zakai of the Mozilla Emscripten team. Thanks Alon! Me & My Shadow is an open source 2D game, with clever gameplay in which you control not one character but two. I happened to hear about it recently when they released a 0.3 version: Since I'm looking […]

URL: https://hacks.mozilla.org/2012/04/porting-me-my-shadow-to-the-web-c-to-javascriptcanvas-via-emscripten/

## 1144. April Dev Derby: Show us what you can do with HTML5 audio

*Autor: Desconocido | Fecha: 2012-04-03T16:04:55-07:00*

Resumen: The April Dev Derby is officially underway. A monthly contest hosted by the Mozilla Developer Network, the Dev Derby gives web developers of all levels of experience the chance to push the web forward, learn about new web technologies, and compete for fame, glory, and prizes. This month, we're excited to see what you can […]

URL: https://hacks.mozilla.org/2012/04/april-dev-derby-show-us-what-you-can-do-with-html5-audio/


## 1145. WebRTC efforts underway at Mozilla!

*Autor: Desconocido | Fecha: 2012-04-03T05:46:56-07:00*

Resumen: Last week, a small team from Mozilla attended IETF 83 in Paris, and we showed an early demo of a simple video call between two BrowserID-authenticated parties in a special build of Firefox with WebRTC support. It is still very early days for WebRTC integration in Firefox, but we're really excited to show you something […]

URL: https://hacks.mozilla.org/2012/04/webrtc-efforts-underway-at-mozilla/


## 1146. Taking pictures with the Camera API – part of WebAPI

*Autor: Desconocido | Fecha: 2012-04-02T04:40:30-07:00*

Resumen: Through the Camera API, part of WebAPI, it becomes possible to take pictures with your device's camera and upload them into the current web page. This is achieved through an input element with type="file" and an accept attribute to declare that it accepts images. The HTML looks like this: When the users choose to activate […]

URL: https://hacks.mozilla.org/2012/04/taking-pictures-with-the-camera-api-part-of-webapi/


## 1147. Launching Evangelism Reps – getting the army of awesome ready to take the stage

*Autor: Desconocido | Fecha: 2012-04-02T01:07:58-07:00*

Resumen: Today the Developer Engagement Team has launched the Evangelism Reps program – a special interest group within ReMo. Each year, we get thousands of requests to send Mozilla speakers around the world to talk about HTML5, new web technologies, Mozilla's mission, our projects, products and more. Now, we would love for you to join the […]

URL: https://hacks.mozilla.org/2012/04/launching-evangelism-reps-getting-the-army-of-awesome-ready-to-take-the-stage/


## 1148. People of HTML5: Andrew Betts on building the FT.com HTML5 app

*Autor: Desconocido | Fecha: 2012-03-30T01:07:52-07:00*

Resumen: HTML5 needs spokespeople to work. There are a lot of people out there who took on this role, and here at Mozilla we thought it is a good idea to introduce some of them to you with a series of interviews and short videos. The format is simple – we send the experts 10 questions […]

URL: https://hacks.mozilla.org/2012/03/people-of-html5-andrew-betts-on-building-the-ft-com-html5-app/


## 1149. 1st ever MDN Hack Day in NYC

*Autor: Desconocido | Fecha: 2012-03-29T16:22:38-07:00*

Resumen: So what's an MDN Hack Day, you ask? The intention is to host a day of talks, hacks and demos that first introduces the participants to Mozilla and our various open web projects, then invite attendees to shift into participant mode and start hacking. Another way I like to think

of it is that we […]
URL: https://hacks.mozilla.org/2012/03/1st-ever-mdn-hack-day-in-nyc/

## 1150. Mozilla Hacks Weekly, March 29th 2012

*Autor: Desconocido | Fecha: 2012-03-29T04:04:42-07:00*

Resumen: Last Thursday of March, so let's celebrate that with some good links for you! Mozilla's Developer Engagement team have just what you need to read.
URL: https://hacks.mozilla.org/2012/03/mozilla-hacks-weekly-march-29th-2012/

## 1151. HTML5: The difference between an App and a Page.

*Autor: Desconocido | Fecha: 2012-03-28T10:15:45-07:00*

Resumen: HTML5 is only one part of the"Stack" HTML5 is really more than one thing. In the strictest sense, HTML5 is fifth major revision of the W3C specification of the markup language that is used to create web pages. But in a practical sense, HTML5 is far more than that. For developers, HTML is a wave […]
URL: https://hacks.mozilla.org/2012/03/html5-the-difference-between-an-app-and-a-page/

## 1152. BrowserQuest – a massively multiplayer HTML5 (WebSocket + Canvas) game experiment

*Autor: Desconocido | Fecha: 2012-03-27T06:11:10-07:00*

Resumen: It's time for some gaming action with a new HTML5 game demo: BrowserQuest, a massively multiplayer adventure game created by Little Workshop (@glecollinet & @whatthefranck) and Mozilla. Play the game: browserquest.mozilla.org BrowserQuest is a tribute to classic video-games with a multiplayer twist. You play as a young warrior driven by the thrill of adventure. No […]
URL: https://hacks.mozilla.org/2012/03/browserquest/

## 1153. Mozilla Hacks Weekly, March 22nd 2012

*Autor: Desconocido | Fecha: 2012-03-22T08:34:39-07:00*

Resumen: Currently Mozilla's Developer Engagement team is having a couple of days of meetings to make sure we can continue to work as best as possible to let you know about the Open Web and what we do with Mozilla. However, that doesn't mean there's not time to share some good links with you!
URL: https://hacks.mozilla.org/2012/03/mozilla-hacks-weekly-march-22nd-2012/

## 1154. Making the Dino roar – syncing audio and CSS transitions

*Autor: Desconocido | Fecha: 2012-03-20T06:12:08-07:00*

Resumen: It started with Brian King setting up our Google+ page using this round MDN logo by John Slater. I thought this looks cool and reminded me of the famous MGM intro so I wondered if I could turn it into an intro for our video tutorials (not sure if we will do that though). And, […]
URL: https://hacks.mozilla.org/2012/03/making-the-dino-roar-syncing-audio-and-css-transitions/

## 1155. Announcing the February Dev Derby Winners

*Autor: Desconocido | Fecha: 2012-03-19T19:06:40-07:00*

Resumen: Touch events help you make websites and applications more engaging by responding appropriately when users interact with touch screens. A user touching a screen is

very different from a user clicking a mouse button, so special care must be taken to ensure that touch-enabled Web applications respond to touch screen interactions in ways that users […]
URL: https://hacks.mozilla.org/2012/03/announcing-the-february-dev-derby-winners/


## 1156. Firefox Aurora 13 is out – SPDY on by default and a list of other improvements

*Autor: Desconocido | Fecha: 2012-03-19T11:25:05-07:00*
Resumen: We have just released Aurora 13, together with a number of improvements.
URL: https://hacks.mozilla.org/2012/03/firefox-aurora-13-is-out-spdy-on-by-default-and-a-list-of-other-improvements/


## 1157. Firefox Aurora 13 Developer Tools Updates

*Autor: Desconocido | Fecha: 2012-03-19T02:00:21-07:00*
Resumen: While users of the Firefox release channel are just now getting to enjoy the Style Editor and the Page Inspector 3D (Tilt), we have a number of nice developer tools improvements that we've shipped to the Aurora channel for Firefox 13. Aurora users are up to 12 weeks ahead of the release channel. Page Inspector […]
URL: https://hacks.mozilla.org/2012/03/firefox-aurora-13-developer-tools-updates/


## 1158. Video, Mobile, and the Open Web

*Autor: Desconocido | Fecha: 2012-03-18T23:47:05-07:00*
Resumen: [Also posted at brendaneich.com.] I wrote The Open Web and Its Adversaries just over five years ago, based on the first SXSW Browser Wars panel (we just had our fifth, it was great — thanks to all who came). Some history The little slideshow I presented is in part quaint. WPF/E and Adobe Apollo, remember […]
URL: https://hacks.mozilla.org/2012/03/video-mobile-and-the-open-web/


## 1159. State of the Docs, March 16, 2012

*Autor: Desconocido | Fecha: 2012-03-16T13:40:35-07:00*
Resumen: Documentation activity on MDN continues apace, with lots of work in the French localization, and a focus on CSS docs. Web standards docs Vikash Agrawal added a code example to HTML <figure>. David Baron clarified the standardization status of several CSS properties, such as -moz-background-inline-policy, -moz-user-focus, and user-select. Fred Bourgeon translated :first and :disabled into […]
URL: https://hacks.mozilla.org/2012/03/state-of-the-docs-march-16-2012/


## 1160. Mozilla Hacks Weekly, March 15th 2012

*Autor: Desconocido | Fecha: 2012-03-15T05:31:08-07:00*
Resumen: It's Thursday! Time for the Mozilla's Developer Engagement team to share some good links with you!
URL: https://hacks.mozilla.org/2012/03/mozilla-hacks-weekly-march-15th-2012/


## 1161. Helping with the MDN: what about linking to us?

*Autor: Desconocido | Fecha: 2012-03-15T01:15:06-07:00*
Resumen: We are working toward writing the best documentation about the Open Web. That's a huge task but, day by day, our docs improve. Javascript is already considered an excellent resource, our CSS reference is now in pretty good shape, and a lot of work goes into our HTML,

SVG and MathML documentation. Our Open Web […]
URL: https://hacks.mozilla.org/2012/03/helping-with-the-mdn-what-about-linking-to-us/


## 1162. Happy Pi Day!

*Autor: Desconocido | Fecha: 2012-03-14T12:39:03-07:00*
Resumen: As today is Pi Day have you ever realised that rotating 3.14 180 degrees almost spells "PI.E"? JSFiddle demo. And yes, Firefox 11 is now official, bring on the 3D transforms.
URL: https://hacks.mozilla.org/2012/03/happy-pi-day/


## 1163. Firefox in 2011 – Firefox plans for 2012

*Autor: Desconocido | Fecha: 2012-03-14T02:47:43-07:00*
Resumen: A lot of people are interested in Firefox, the progress that is being made and what we plan to do. Therefore, I'd like to outline the things we accomplished with Firefox in 2011, and what we have already done, and plan to do, in 2012.
URL: https://hacks.mozilla.org/2012/03/firefox-in-2011-firefox-plans-for-2012/


## 1164. WebAPI tech lead: 'We want Web pages to be able to access hardware on your computer, like camera, sensors and haptic feedback'

*Autor: Desconocido | Fecha: 2012-03-12T09:45:16-07:00*
Resumen: This time, Tristan Nitot interviews Jonas Sicking, WebAPI tech lead, and discusses how the Web can become a mobile platform, and what this means for Web developers around the word. Tristan – Jonas, Mozilla has shown a very cool new project at the Mobile World Congress, Boot To Gecko, and said "the Web is the […]
URL: https://hacks.mozilla.org/2012/03/webapi-tech-lead-we-want-web-pages-to-be-able-to-access-hardware-on-your-computer-like-camera-sensors-and-haptic-feedback/


## 1165. Firebug is now on GitHub – go learn and contribute!

*Autor: Desconocido | Fecha: 2012-03-12T07:03:52-07:00*
Resumen: There is probably not a single web developer out there who haven't used Firebug over the years to debug their own code. And now here's the next step in the evolution!
URL: https://hacks.mozilla.org/2012/03/firebug-is-now-on-github-go-learn-and-contribute/


## 1166. Mozilla at Game Developer Conference 2012 (GDC)

*Autor: Desconocido | Fecha: 2012-03-12T05:21:13-07:00*
Resumen: Last week was GDC, one of the largest game-related events in the world! We made sure a handful of game-heads from Mozilla were in attendance to take everything in and represent game development with JavaScript and HTML5. This post is a round-up of the week from a personal perspective, much like the recent post about […]
URL: https://hacks.mozilla.org/2012/03/mozilla-at-game-developer-conference-2012-gdc/


## 1167. Announcing the January Dev Derby Winners

*Autor: Desconocido | Fecha: 2012-03-09T14:20:45-08:00*
Resumen: HTML5 orientation allows web developers to read the motion and orientation data of devices to create more engaging and more interactive web experiences. Recently, creative developers from around the world demonstrated just how powerful orientation can be in the January Dev Derby. After careful consideration, our three new judges—Remy Sharp, Chris

Coyier, and Chris Heilmann—are […]
URL: https://hacks.mozilla.org/2012/03/announcing-the-january-dev-derby-winners/

## 1168. Developing a simple HTML5 space shooter

*Autor: Desconocido | Fecha: 2012-03-09T08:47:53-08:00*

Resumen: Experimenting with modern web technologies is always fun. For my latest project, I came up with the following requirements: Not a complex game, rather a proof-of-concept Space shooter theme Canvas-based rendering, but no WebGL Re-use of existing sprites (I am no artist) Rudimentary audio support AI/Bots Working network multiplayer I worked on this project only […]
URL: https://hacks.mozilla.org/2012/03/developing-a-simple-html5-space-shooter/

## 1169. Mozilla at SXSW 2012

*Autor: Desconocido | Fecha: 2012-03-08T13:25:34-08:00*

Resumen: Building on the momentum generated by Mozilla at Mobile World Congress last week, this week we're rolling into Austin, Texas for South by Southwest. If you're attending SXSW, please join us at events and sessions. Reminder: Daylight Savings Time starts on Sunday, March 11 at 2am. Clocks move forward one hour. Sunday sessions are earlier […]
URL: https://hacks.mozilla.org/2012/03/mozilla-at-sxsw-2012/

## 1170. Mozilla Hacks Weekly, March 8th 2012

*Autor: Desconocido | Fecha: 2012-03-08T05:45:54-08:00*

Resumen: We in Mozilla's Developer Engagement team keep on reading, and as usual on Thursdays, we'd like to share some good links and read-worthy web sites with you!
URL: https://hacks.mozilla.org/2012/03/mozilla-hacks-weekly-march-8th-2012/

## 1171. Getting you started for the CSS 3D transform Dev Derby (15 minute screencast)

*Autor: Desconocido | Fecha: 2012-03-06T11:47:24-08:00*

Resumen: This month's Mozilla Dev Derby is about CSS 3D transformations and as a reminder and inspiration we thought it a good idea to give you a walk-through of a simple demo: a rotating cube with content on each side. That's simple? Yes it is! Check the video to see the result: You can also see […]
URL: https://hacks.mozilla.org/2012/03/getting-you-started-for-the-css-3d-transform-dev-derby-15-minute-screencast/

## 1172. Interview: Marco Castelluccio, IndexedDB Dev Derby winner

*Autor: Desconocido | Fecha: 2012-03-05T19:07:13-08:00*

Resumen: Marco Castelluccio accomplished a first last month when he won both first and second place in the IndexedDB Dev Derby for his entries eLibri and FileSystemDB. But that's not all Marco has done to help push the Web forward. In just the last few months, Marco has submitted five great demos to the Dev Derby […]
URL: https://hacks.mozilla.org/2012/03/interview-marco-castelluccio-indexeddb-dev-derby-winner/

## 1173. Ask your HTML5 Browser Tools Questions for SXSW Panel.

*Autor: Desconocido | Fecha: 2012-03-05T14:40:35-08:00*

Resumen: At this years "South by Southwest" (SXSW) Interactive event I'm joining Paul Irish from Google, Mike Taylor from Opera, Brandon Satron from Telerik and Javascript Developer and author Garann Means in a panel on "The State of Browser Developer Tools" The group has a Google Moderator page where you can ask your questions in advance. […]
URL: https://hacks.mozilla.org/2012/03/sxsw-panel-html5-browser-tools-questions/

## 1174. There is no simple solution for local storage
*Autor: Desconocido | Fecha: 2012-03-05T02:34:45-08:00*
Resumen: TL;DR: we have to stop advocating localStorage as a great opportunity for storing data as it performs badly. Sadly enough the alternatives are not nearly as supported or simple to implement. When it comes to web development you will always encounter things that sound too good to be true. Sometimes they are good, and all […]
URL: https://hacks.mozilla.org/2012/03/there-is-no-simple-solution-for-local-storage/

## 1175. State of the docs, March 2, 2012
*Autor: Desconocido | Fecha: 2012-03-02T20:00:42-08:00*
Resumen: To organize and prioritize documentation work on Mozilla Developer Network, we are setting up a system for topic drivers. The person who is the driver for each topic area will prioritize the work for that subject and help ensure that things get written when appropriate. If you're interested in driving the docs for a particular […]
URL: https://hacks.mozilla.org/2012/03/state-of-the-docs-march-2-2012/

## 1176. March Dev Derby: Show us what you can do with CSS 3D transforms
*Autor: Desconocido | Fecha: 2012-03-02T16:30:51-08:00*
Resumen: The March Dev Derby begins today! A monthly contest hosted by the Mozilla Developer Network, the Dev Derby allows creative web developers to push the web forward and compete for fame, glory, and prizes too. This month, we want to see what you can do with CSS 3D transforms. New to the topic? That's okay. […]
URL: https://hacks.mozilla.org/2012/03/march-dev-derby-show-us-what-you-can-do-with-css-3d-transforms/

## 1177. Presentation: HTML5 and friends at Mobile World Congress 2012
*Autor: Desconocido | Fecha: 2012-03-02T10:18:25-08:00*
Resumen: As part of the WIP Jam at the Mobile World Congress in Barcelona, Spain we were asked to give and introduction to HTML5 so we sent Chris Heilmann and Joe Stagner to set the record straight in terms of what HTML5 is and what you can do with it. The presentation was on the last […]
URL: https://hacks.mozilla.org/2012/03/presentation-html5-and-friends-at-mobile-world-congress-2012/

## 1178. Friday fun: Trigger Rally in WebGL
*Autor: Desconocido | Fecha: 2012-03-02T08:58:11-08:00*
Resumen: As reported by Creative JS, Jasmine Kent ported her open source Linux racing game Trigger Rally to WebGL to run in HTML5 browsers. In the following video you can see it running pretty smoothly on my MacBook air that is already running 12% of CPU without it starting (as ScreenFlow is recording and VLC was […]
URL: https://hacks.mozilla.org/2012/03/friday-fun-trigger-rally-in-webgl/

## 1179. Rounding-up the first Mozilla HTML5 games work week

*Autor: Desconocido | Fecha: 2012-03-02T02:13:14-08:00*

Resumen: A few weeks ago I wrote about the first Mozilla HTML5 games work week in Toronto and why it is important. In this post I summarise the week's events and highlight some key observations. Before I start I should point out that I won't be making any dramatic announcements from Mozilla or going into too […]

URL: https://hacks.mozilla.org/2012/03/rounding-up-the-first-mozilla-html5-games-work-week/


## 1180. WebTelephony API and WebSMS API – Part of WebAPI

*Autor: Desconocido | Fecha: 2012-03-01T12:24:03-08:00*

Resumen: As discussed and shown in Mozilla's Boot to Gecko – The Web is the Platform and Gaia, Mozilla's user interface for Boot to Gecko, the web is becoming a very powerful platform! Therefore I want to introduce you to two exciting APIs, from our WebAPI initiative: WebTelephony and WebSMS.

URL: https://hacks.mozilla.org/2012/03/webtelephony-api-and-websms-api-part-of-webapi/


## 1181. Mozilla Hacks Weekly, March 1st 2012

*Autor: Desconocido | Fecha: 2012-03-01T11:18:56-08:00*

Resumen: Thursday again, and time for us to share some links with you, dear readers!

URL: https://hacks.mozilla.org/2012/03/mozilla-hacks-weekly-march-1st-2012/


## 1182. Accepting February Dev Derby entries for one extra day

*Autor: Desconocido | Fecha: 2012-02-29T15:57:37-08:00*

Resumen: Wait a minute, there are how many days in February? Looks like leap day got the best of us. Earlier today, we ended the February Dev Derby prematurely, making it impossible for some of you to submit those last-minute demos for a couple of hours. To make up for this oversight, we will accept February […]

URL: https://hacks.mozilla.org/2012/02/accepting-february-dev-derby-entries-for-one-extra-day/


## 1183. Q & A With Michal Biniek: HTML5 Hacker and Frequent Dev Derby Winner

*Autor: Desconocido | Fecha: 2012-02-29T14:35:52-08:00*

Resumen: Editor's Note: Michal Biniek is a frontend developer on the Innogames Lagoonia team, and an enthusiast of JavaScript and new web technologies like HTML5/CSS3, WebSockets, and WebRTC. Back in November, michal.b took 2nd place in the

URL: https://hacks.mozilla.org/2012/02/q-a-with-michal-biniek-html5-hacker-and-frequent-dev-derby-winner/


## 1184. Gaia, Mozilla's user interface for Boot to Gecko – all web technologies

*Autor: Desconocido | Fecha: 2012-02-29T03:40:32-08:00*

Resumen: On Monday we wrote about Boot to Gecko and its announcements and discussing how the Web is the Platform. Today we'll look at Gaia, Mozilla's user interface for Boot to Gecko, which is an extension of that.

URL: https://hacks.mozilla.org/2012/02/gaia-mozillas-user-interface-for-boot-to-gecko-all-web-technologies/


## 1185. The Mozilla Marketplace is now open for app submissions

*Autor: Desconocido | Fecha: 2012-02-28T11:09:43-08:00*

Resumen: The Web IS the Platform! Using HTML, CSS and JavaScript, a developer can build

an app using responsive design, and that app can offer the same look and feel as a device-native app, without having to rewrite for every desired target platform. One code base – all popular devices! Now, developers can build apps and […]
URL: https://hacks.mozilla.org/2012/02/mozillamarketplace-open-for-app-submissions/


## 1186. Mozilla and Facebook working together to make mobile browser support more predictable

*Autor: Desconocido | Fecha: 2012-02-27T06:32:05-08:00*

Resumen: As announced on the Facebook developer blog and explained in more detail on Brendan Eich's blog we are one step closer to making the mobile browser market more predictable. Mozilla is happy to support Facebook in forming a Core Mobile Web Platform W3C Community Group in which to curate prioritized, tiered lists of emerging and […]
URL: https://hacks.mozilla.org/2012/02/mozilla-and-facebook-working-together-to-make-mobile-browser-support-more-predictable/


## 1187. Mozilla's Boot to Gecko – The Web is the Platform

*Autor: Desconocido | Fecha: 2012-02-27T04:00:02-08:00*

Resumen: Mozilla's Boot to Gecko (B2G) is about building a complete, standalone operating system for the open web. It aims at making web technologies the number one choice for applications on desktop and mobile, and we believe it can displace proprietary, single-vendor stacks for application development. And we have made some exciting progress that we want […]
URL: https://hacks.mozilla.org/2012/02/mozillas-boot-to-gecko-the-web-is-the-platform/


## 1188. Mozilla and the Mobile Web API evolution

*Autor: Desconocido | Fecha: 2012-02-24T02:20:18-08:00*

Resumen: As part of making the web in general, and mobile devices in particular, an even richer web platform, we at Mozilla work with our WebAPI initiative. The other day our CTO Brendan Eich blogged about our part and progress and we wanted to make that information available here as well.
URL: https://hacks.mozilla.org/2012/02/mozilla-and-the-mobile-web-api-evolution/


## 1189. Mozilla Hacks Weekly, February 23rd 2012

*Autor: Desconocido | Fecha: 2012-02-23T14:09:44-08:00*

Resumen: We like our routines here in Mozilla's Developer Engagement team , and just like every Thursday, it's time to share some good links!
URL: https://hacks.mozilla.org/2012/02/mozilla-hacks-weekly-february-23rd-2012/


## 1190. Storing images and files in IndexedDB

*Autor: Desconocido | Fecha: 2012-02-23T11:09:40-08:00*

Resumen: The other day we wrote about how to Save images and files in localStorage, and it was about being pragmatic with what we have available today. There are, however, a number of performance implications with localStorage – something that we will cover on this blog later – and the desired future approach is utilizing IndexedDB. […]
URL: https://hacks.mozilla.org/2012/02/storing-images-and-files-in-indexeddb/


## 1191. Save the Date: MDN Hack Day Comes to NYC on March 24

Resumen: A bunch of us Mozilla Developer Network folks — web developers, technical writers, developer evangelists and cat herders like me — will be hosting MDN's first Hack Day in the great city of New York. Like many teams who work together at Mozilla, we're geographically dispersed, and manage to meet in real life a few […]
URL: https://hacks.mozilla.org/2012/02/save-the-date-mdn-hack-day-nyc/

## 1192. Wiki Wednesday: February 22, 2012

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]
URL: https://hacks.mozilla.org/2012/02/wiki-wednesday-february-22-2012/

## 1193. A simple image gallery using only CSS and the :target selector

Resumen: Back in the old days of web development and when CSS2 got support I always cringed at "CSS only" demos as a lot of them were hacky to say the least. With CSS growing up and having real interaction features it seems to me though that it is time to reconsider as – when you […]
URL: https://hacks.mozilla.org/2012/02/a-simple-image-gallery-using-only-css-and-the-target-selector/

## 1194. Saving images and files in localStorage

Resumen: As you might know, localStorage is quite powerful when it comes to quickly storing information in the user's web browser, and it has also been around in all web browsers a long time. But how do we store files in it? Please also make sure to read Storing images and files in IndexedDB.
URL: https://hacks.mozilla.org/2012/02/saving-images-and-files-in-localstorage/

## 1195. Dev Derby February – working with touch events

Resumen: It's February and time for our next Dev Derby! Dev Derby is a part of Mozilla Developer Network (MDN), and each of them are focused on a certain technology where people can submit their demos.
URL: https://hacks.mozilla.org/2012/02/dev-derby-february-working-with-touch-events/

## 1196. State of the Docs, February 16, 2012

Resumen: The ramped-up level of documentation contributions that started in January is surviving longer than most New Year's resolutions. Keep it up! And as ever, thanks to everyone who contributed, whether you're mentioned here or not! Help wanted Michael Deal contributed a great example page that shows how Canvas compositing works with partial opacity. Now it […]
URL: https://hacks.mozilla.org/2012/02/state-of-the-docs-february-16-2012/

## 1197. Mozilla Hacks Weekly, February 16th 2012

*Autor: Desconocido | Fecha: 2012-02-16T06:50:16-08:00*

Resumen: It's Thursday, meaning that all of us in Mozilla's Developer Engagement team want to share our reading tips! And man, have we got a lot of good links for you this week!

URL: https://hacks.mozilla.org/2012/02/mozilla-hacks-weekly-february-16th-2012/

## 1198. Old tricks for new browsers – a talk at jQuery UK 2012

*Autor: Desconocido | Fecha: 2012-02-13T08:24:13-08:00*

Resumen: Last Friday around 300 developers went to Oxford, England to attend jQuery UK and learn about all that is hot and new about their favourite JavaScript library. Imagine their surprise when I went on stage to tell them that a lot of what jQuery is used for these days doesn't need it. If you want […]

URL: https://hacks.mozilla.org/2012/02/old-tricks-for-new-browsers-a-talk-at-jquery-uk-2012/

## 1199. Mozilla HTML5 Games Work Week: 13–17th Feb

*Autor: Desconocido | Fecha: 2012-02-10T10:01:26-08:00*

Resumen: Next week is the first Mozilla HTML5 games work week. In this post I'll talk briefly about what this is and why we think it's important.

URL: https://hacks.mozilla.org/2012/02/mozilla-html5-games-work-week-12-17th-feb/

## 1200. Mozilla Hacks Weekly, February 10th 2012

*Autor: Desconocido | Fecha: 2012-02-10T00:30:44-08:00*

Resumen: Time for Mozilla hacks Weekly again, with some nice reading suggestions from Mozilla's Developer Engagement team.

URL: https://hacks.mozilla.org/2012/02/mozilla-hacks-weekly-february-10th-2012/

## 1201. Announcing the December Dev Derby Winners

*Autor: Desconocido | Fecha: 2012-02-08T15:09:12-08:00*

Resumen: IndexedDB lets web applications store structured data for fast online and offline use. Data can be stored using key-value pairs, and values do not need to be serialized (as they do with document-oriented databases) or coerced into a relational structure (as with relational databases). Recently, creative developers from around the world demonstrated just how powerful […]

URL: https://hacks.mozilla.org/2012/02/announcing-the-december-dev-derby-winners/

## 1202. Wiki Wednesday: February 8, 2012

*Autor: Desconocido | Fecha: 2012-02-08T12:08:48-08:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2012/02/wiki-wednesday-february-8-2012/

## 1203. Using the Battery API – Part of WebAPI

*Autor: Desconocido | Fecha: 2012-02-07T02:03:06-08:00*

Resumen: Detecting battery level in a device or computer can help you inform the user of the

current status. Within Mozilla's WebAPI, we have the Battery API to offer that possibility.
URL: https://hacks.mozilla.org/2012/02/using-the-battery-api-part-of-webapi/


## 1204. Tantek Çelik about the importance of Web Standards
*Autor: Desconocido | Fecha: 2012-02-06T09:23:32-08:00*
Resumen: This is the fourth installment of Mission:Mozilla, a series of interviews that link Mozillians, the technology they produce and the Mozilla mission. This time, We're interviewing Tantek Çelik, a long-time Web standards contributor. He started working on web standards at Microsoft in 1998, while leading the development of Tasman, the IE Mac rendering engine, and […]
URL: https://hacks.mozilla.org/2012/02/tantek-celik-about-the-importance-of-web-standards/


## 1205. FOSDEM 2012: Mozilla Labs Apps and The Future of HTML5 Games
*Autor: Desconocido | Fecha: 2012-02-06T03:11:43-08:00*
Resumen: In this post I round-up my first time at FOSDEM and the two talks I gave during my time there; one on open Web apps and the other on creating games with HTML5.
URL: https://hacks.mozilla.org/2012/02/fosdem-2012-mozilla-labs-apps-and-the-future-of-html5-games/


## 1206. Aurora 12 is out – improvements and updated Developer Tools
*Autor: Desconocido | Fecha: 2012-02-03T15:49:06-08:00*
Resumen: Aurora 12 is out, together with updated Developer Tools, and these are the improvements/changes.
URL: https://hacks.mozilla.org/2012/02/aurora-12-is-out-improvements-and-updated-developer-tools/


## 1207. SPDY Brings Responsive and Scalable Transport to Firefox 11
*Autor: Desconocido | Fecha: 2012-02-03T15:16:14-08:00*
Resumen: Firefox 11 contains the first Firefox implementation of the SPDY protocol. SPDY is a secure web transport protocol that encapsulates HTTP/1 while replacing its aging connection management strategies. This results in more responsive page loads today and enables better scalability with the real time web of tomorrow. The most important goal of SPDY is to […]
URL: https://hacks.mozilla.org/2012/02/spdy-brings-responsive-and-scalable-transport-to-firefox-11/


## 1208. Mozilla Hacks Weekly, February 2nd 2012
*Autor: Desconocido | Fecha: 2012-02-02T07:20:28-08:00*
Resumen: After a little break, Mozilla Hacks Weekly is now back! More reading tips from Mozilla's Developer Engagement team. We also have a new format for our content, so please let us know if you have any thoughts on that!
URL: https://hacks.mozilla.org/2012/02/mozilla-hacks-weekly-february-2nd-2012/


## 1209. State of the Docs, Feb. 1, 2012
*Autor: Desconocido | Fecha: 2012-02-01T16:53:55-08:00*
Resumen: Here are some of the changes to the Mozilla Developer Network site in the week and a half since the recent doc sprint. Infrastructure woes We had a snafu for a few days last week when a server crashed in the middle of a move of the DOM reference hierarchy, causing many DOM reference pages […]
URL: https://hacks.mozilla.org/2012/02/state-of-the-docs-feb-1-2012/

## 1210. Creating thumbnails with drag and drop and HTML5 canvas

*Autor: Desconocido | Fecha: 2012-02-01T07:00:28-08:00*

Resumen: HTML5 Canvas is a very cool feature. Seemingly just an opportunity to paint inside the browser with a very low-level API you can use it to heavily convert and change image and video content in the document. Today, let's take a quick look at how you can use Canvas and the FileReader API to create […]

URL: https://hacks.mozilla.org/2012/02/creating-thumbnails-with-drag-and-drop-and-html5-canvas/


## 1211. Interview: Nikhil Suresh on Building His Winning Canvas Demo

*Autor: Desconocido | Fecha: 2012-01-31T22:36:48-08:00*

Resumen: Editor's Note: Back in November, Nikhil Suresh (@nklsrh2) from Sydney, Australia, won the MDN Developer Derby with his distinctive, non-violent 2-person shooter game Bouncy and the Apple. We thought it'd be fun to learn a little more about Nikhil and what inspires him. Congratulations Nikhil, and thanks for your thoughtful words about Mozilla. We're honored […]

URL: https://hacks.mozilla.org/2012/01/interview-nikhil-suresh-on-building-his-winning-canvas-demo/


## 1212. Mozilla joins the W3C DAP – WebAPI progress

*Autor: Desconocido | Fecha: 2012-01-31T06:27:47-08:00*

Resumen: When we originally introduced our work on WebAPI, we got a number of questions where a particular question was the most frequently asked. Now, four months later, we wanted to follow up with what has been happening since.

URL: https://hacks.mozilla.org/2012/01/mozilla-joins-the-w3c-dap-webapi-progress/


## 1213. Using the Fullscreen API in web browsers

*Autor: Desconocido | Fecha: 2012-01-30T10:38:18-08:00*

Resumen: One thing which has been very important when it comes to creating special end user experiences have been the ability to show something fullscreen, effectively hiding all the other content etc.

URL: https://hacks.mozilla.org/2012/01/using-the-fullscreen-api-in-web-browsers/


## 1214. Hidden Gems of HTML5: classList

*Autor: Desconocido | Fecha: 2012-01-30T04:52:07-08:00*

Resumen: If you are a web developer, you surely must know how handy it is to dynamically change the class attribute on an element. The benefits this technique are quite a few: You leave any changes in the look and feel to the CSS You avoid having to loop lots of elements as you can allow […]

URL: https://hacks.mozilla.org/2012/01/hidden-gems-of-html5-classlist/


## 1215. Using the Vibration API – Part of WebAPI

*Autor: Desconocido | Fecha: 2012-01-26T07:12:56-08:00*

Resumen: As part of Mozillas WebAPI effort, we have been working with bringing a Vibration API to all devices that support it.

URL: https://hacks.mozilla.org/2012/01/using-the-vibrator-api-part-of-webapi/


## 1216. Wiki Wednesday: January 25, 2012

*Autor: Desconocido | Fecha: 2012-01-25T17:42:42-08:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2012/01/wiki-wednesday-january-25-2012/

## 1217. Mozilla Vision 2012 day two – here come the web makers of tomorrow

*Autor: Desconocido | Fecha: 2012-01-24T01:42:38-08:00*

Resumen: One day after the conference part of Mozilla Vision 2012 volunteers, Mozilla staff and friends organised a "hackday" event in a burger cafe (of all places) in Tokyo. The twist: instead of catering to developer hackers the audience was web makers – and in this case those of the future: Yes, we mostly had kids […]

URL: https://hacks.mozilla.org/2012/01/mozilla-vision-2012-day-two-here-come-the-web-makers-of-tomorrow/

## 1218. Starting 2012 with loads of doc updates

*Autor: Desconocido | Fecha: 2012-01-23T20:50:50-08:00*

Resumen: We're aware of the problem on MDN in which error messages appear in place of code examples (and a few other places). This is due to a bug in the wiki platform software that causes some of its extensions to fail to load when a server restarts. The problem has been diagnosed by the vendor, […]

URL: https://hacks.mozilla.org/2012/01/starting-2012-with-loads-of-doc-updates/

## 1219. JavaScript on the server: Growing the Node.js Community

*Autor: Desconocido | Fecha: 2012-01-23T14:10:23-08:00*

Resumen: Cloud9 IDE and Mozilla have been working together ever since their Bespin and ACE projects joined forces. Both organizations are committed to the success of Node.js, Mozilla due to its history with Javascript and Cloud9 IDE as a core contributor to Node.js and provider of the leading Node.js IDE. As part of this cooperation, this […]

URL: https://hacks.mozilla.org/2012/01/javascript-on-the-server-growing-the-node-js-community/

## 1220. Firefox goes 2-digit, time to check your UA sniffing scripts

*Autor: Desconocido | Fecha: 2012-01-23T01:34:16-08:00*

Resumen: We all know it: UA-based browser detection is bad, the right way is feature-detection. Regardless, legacy code relies upon UA sniffing and may need to be updated for Firefox 10's release. Even if it looks simple, UA parsing has proven to be a headache for numerous script authors. Though the structure of an UA is […]

URL: https://hacks.mozilla.org/2012/01/firefox-goes-2-digit-time-to-check-your-ua-sniffing-scripts/

## 1221. Mozilla Vision 2012: The Future of HTML5 and Web Technologies

*Autor: Desconocido | Fecha: 2012-01-21T19:22:41-08:00*

Resumen: We are currently in Tokyo, Japan for the Mozilla Vision 2012 conference and hack day. For two days Mozilla Japan with friends from the other locations are putting up an amazing effort to encourage people to help us educate the next generation of web makers. Being in Japan, all of this is of course wrapped […]

URL: https://hacks.mozilla.org/2012/01/mozilla-vision-2012-the-future-of-html5-and-web-technologies/

## 1222. Dev Derby for January – show us your best orientation!

*Autor: Desconocido | Fecha: 2012-01-20T08:23:14-08:00*

Resumen: As you might know, each month we have a Dev Derby as part of Mozilla Developer Network (MDN), and each of them are focused on a certain technology where people can compete with their submissions.

URL: https://hacks.mozilla.org/2012/01/dev-derby-for-january-show-us-your-best-orientation/

## 1223. Congratulations November Dev Derby Winners

*Autor: Desconocido | Fecha: 2012-01-13T18:09:50-08:00*

Resumen: Canvas is a new HTML5 element which creates a digital "drawing board." A web developer can use one of these drawing boards along with some JavaScript to create simple shapes, graphs, animations, interactive games, and more. Recently, eighteen creative minds showed us just how powerful and important Canvas is by sharing their work in the […]

URL: https://hacks.mozilla.org/2012/01/congratulations-november-dev-derby-winners/

## 1224. How to get MDN swag (doc sprint January 20-21)

*Autor: Desconocido | Fecha: 2012-01-13T14:03:06-08:00*

Resumen: It has been far too long since the last MDN online doc sprint. For those of you who have been asking me when the next sprint is (yes, there are a few), you need wait no longer. We'll be holding a sprint to work on MDN docs next Friday and Saturday, January 20 and 21. […]

URL: https://hacks.mozilla.org/2012/01/how-to-get-mdn-swag-doc-sprint-january-20-21/

## 1225. Wiki Wednesday: January 11, 2012

*Autor: Desconocido | Fecha: 2012-01-11T18:03:24-08:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2012/01/wiki-wednesday-january-11-2012/

## 1226. Firebug 1.9 New Features

*Autor: Desconocido | Fecha: 2012-01-06T12:24:57-08:00*

Resumen: Firebug 1.9 has been released and as usual I would like to get this opportunity to present some new features introduced in this version. First of all, check out the following compatibility table: Firefox 4.0 with Firebug 1.7.3 Firefox 5.0 – 11.0 with Firebug 1.9 Firefox 12.0 (nightly) with Firebug 1.10 Firebug 1.10 alpha 1 […]

URL: https://hacks.mozilla.org/2012/01/firebug-1-9-new-features/

## 1227. State of the Docs, January 4, 2012

*Autor: Desconocido | Fecha: 2012-01-04T14:49:55-08:00*

Resumen: It has been a slow couple of weeks for MDN doc changes, due to the holidays. However, a few things of note have happened. Web standards docs Jean-Yves Perrier continues working through the CSS reference. Now up to the letter F (font-*)! Jesper Kristensen added a browser compatibility table to Media formats supported by the […]

URL: https://hacks.mozilla.org/2012/01/state-of-the-docs-january-4-2012/

## 1228. Wiki Wednesday: December 30, 2011

*Autor: Desconocido | Fecha: 2011-12-30T10:54:49-08:00*

Resumen: Note: I know it's not Wednesday, but I was sick for a couple of days, so this is the soonest I was up to handling this. Sorry! Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as […]

URL: https://hacks.mozilla.org/2011/12/wiki-wednesday-december-30-2011/

## 1229. Hackasaurus: showing kids how the Web is not just to be consumed

*Autor: Desconocido | Fecha: 2011-12-27T10:59:26-08:00*

Resumen: This is the third installment of Mission:Mozilla, a series of interviews that link Mozillians, the technology they produce and the Mozilla mission. This time, We're interviewing Atul Varma and Jessica Klein about their project, Hackasaurus. Tristan – Jess, Atul, could you introduce yourself in a few words? Jess – I am Jessica Klein, the Design and […]

URL: https://hacks.mozilla.org/2011/12/hackasaurus-beyond-consuming-web-content/

## 1230. Introducing Aurora 11 with tons of new features and improvements

*Autor: Desconocido | Fecha: 2011-12-23T10:58:26-08:00*

Resumen: We have now released Aurora 11, soon to become Firefox 11, and wanted to cover all the the things we have improved in this version!

URL: https://hacks.mozilla.org/2011/12/introducing-aurora-11-with-tons-of-new-features-and-improvements/

## 1231. New Developer Tools in Firefox 11 Aurora

*Autor: Desconocido | Fecha: 2011-12-23T10:07:27-08:00*

Resumen: More Goodies for the Holidays! Last month, I wrote a post for Hacks introducing the new tools in Firefox 10 Aurora. Those features have now moved to beta. Thanks for all of the great feedback so far! In a dramatic turn at the end of that blog post, I foreshadowed that we had "more to […]

URL: https://hacks.mozilla.org/2011/12/new-developer-tools-in-firefox-11-aurora/

## 1232. State of the docs, December 23, 2011

*Autor: Desconocido | Fecha: 2011-12-23T09:12:19-08:00*

Resumen: Here are some of the changes to the Mozilla Developer Network site in the past couple of weeks. Web standards docs Ryan Havvy added an example to Logical Operators in the JavaScript Reference. Jean-Yves Perrier considerably improved Using CSS transforms, and wrote an article on the CSS visual formatting model. Jeremie Patonnier created pages for […]

URL: https://hacks.mozilla.org/2011/12/state-of-the-docs-december-23-2011/

## 1233. Mozilla Hacks Weekly, December 22nd 2011

*Autor: Desconocido | Fecha: 2011-12-22T04:28:07-08:00*

Resumen: Last Mozilla Hacks Weekly for this year and then we take a break for the holidays. We'll be back in January again! If you have any feedback on our weekly link posts, format etc, please let us know!

URL: https://hacks.mozilla.org/2011/12/mozilla-hacks-weekly-december-22nd-2011/

## 1234. Writing forward-compatible websites

Resumen: As web developers we want to ensure what we build is accessible by as many people as possible, with as many web browsers, operating systems and devices as we can support. It is also hard to know what the future holds, and for that we have put together Writing forward-compatible websites

URL: https://hacks.mozilla.org/2011/12/writing-forward-compatible-websites/

## 1235. New features for HTML5 video playback in Firefox

Resumen: As explained in this blog post by Jared Wein of the Firefox team there are quite a few new features in Firefox when it comes to playing HTML5 video. As an Aurora user, I am most excited about the option to go full-screen, the ability to overlay video statistics and to save a snapshot of […]

URL: https://hacks.mozilla.org/2011/12/new-features-for-html5-video-playback-in-firefox/

## 1236. Gaming and the Mozilla Labs Apps Project

Resumen: In this post I give a quick overview of the Mozilla Labs Apps project and how it and the other technologies at Mozilla relate to gaming. We really are at a point where amazing games can be created on the Web with nothing but open technologies. A few days ago we launched the developer preview […]

URL: https://hacks.mozilla.org/2011/12/gaming-and-the-mozilla-labs-apps-project/

## 1237. Mozilla Hacks Weekly, December 15th 2011

Resumen: Time again for the Mozilla Developer Engagement team to share what what we have been reading lately.

URL: https://hacks.mozilla.org/2011/12/mozilla-hacks-weekly-december-15th-2011/

## 1238. Wiki Wednesday: December 14, 2011

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/12/wiki-wednesday-december-14-2011/

## 1239. BrowserID at the London Ajax meetup

Resumen: Yesterday at the London Ajax Meetup I spoke about "Rethinking User Registration with BrowserID". In the (roughly) half hour talk I covered the need for new login systems on the web, what is broken now, how BrowserID is a solution for these issues and showed how easy it is to create a BrowserID login (both […]

URL: https://hacks.mozilla.org/2011/12/browserid-at-the-london-ajax-meetup/

## 1240. Mozilla Labs Apps Developer Preview and documentation are here!

Resumen: The Mozilla Labs Apps project   The Mozilla Labs Apps project enters a new phase with today's launch of the Apps Developer Preview and App Development documentation in the Apps Developer Community on MDN. The tools and resources in the MDN Apps Developer Community documentation enable developers to create rich, cross-platform and cross-device app experiences […]
URL: https://hacks.mozilla.org/2011/12/mozilla-labs-apps-preview/


## 1241. Mozilla Hacks Weekly, December 8th 2011

*Autor: Desconocido | Fecha: 2011-12-08T07:35:42-08:00*

Resumen: Thursday is here, and just like every week when that day comes, we at Mozilla want to share some good reading with you.
URL: https://hacks.mozilla.org/2011/12/mozilla-hacks-weekly-december-8th-2011/


## 1242. State of the docs, December 7, 2011

*Autor: Desconocido | Fecha: 2011-12-07T21:02:59-08:00*

Resumen: This is part of a series of blog posts about new or changed content on MDN. Web standards docs New pages! Jeremie Patonnier continues charging through SVG DOM interfaces: SVGVKernElement SVGHKernElement SVGFontElement SVGMissingGlyphElement SVGGlyphElement SVGFontFaceElement SVGFontFaceSrcElement
URL: https://hacks.mozilla.org/2011/12/state-of-the-docs-december-7-2011/


## 1243. Screencast: 3D CSS rollovers and 3D CSS tester

*Autor: Desconocido | Fecha: 2011-12-07T18:06:55-08:00*

Resumen: CSS 3D transforms as supported in the latest Aurora allow us to do some nice effects that in the past were only possible in Flash or with a lot of trickery using skewing and filters. I was asked to show a small demo the other day and thought it would be fun to spice up […]
URL: https://hacks.mozilla.org/2011/12/screencast-3d-css-rollovers-and-3d-css-tester/


## 1244. Moving browsers and the web forward (video)

*Autor: Desconocido | Fecha: 2011-12-02T10:41:16-08:00*

Resumen: A few days ago I was asked to deliver the first talk of the amazing Beyond Tellerand conference in Dusseldorf, Germany. The talk Breaking the barriers – moving browsers and the web forward introduced a lot of new ideas and technologies that are worked on my Mozilla and others to make the web of the […]
URL: https://hacks.mozilla.org/2011/12/moving-browsers-and-the-web-forward-video/


## 1245. Wiki Wednesday: November 30, 2011

*Autor: Desconocido | Fecha: 2011-12-01T14:48:16-08:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]
URL: https://hacks.mozilla.org/2011/12/wiki-wednesday-november-30-2011/


## 1246. Faster Canvas Pixel Manipulation with Typed Arrays

Resumen: Edit: See the section about Endiannes. Typed Arrays can significantly increase the pixel manipulation performance of your HTML5 2D canvas Web apps. This is of particular importance to developers looking to use HTML5 for making browser-based games. This is a guest post by Andrew J. Baker. Andrew is a professional software engineer currently working for […]

URL: https://hacks.mozilla.org/2011/12/faster-canvas-pixel-manipulation-with-typed-arrays/

## 1247. Mozilla Hacks Weekly, December 1st 2011

Resumen: December has just started, and what better way to start it than sharing some reading tips with you?

URL: https://hacks.mozilla.org/2011/12/mozilla-hacks-weekly-december-1st-2011/

## 1248. Paving the way for open games on the Web with the Gamepad and Mouse Lock APIs

Resumen: In this post I'll be introducing the Gamepad and Mouse Lock APIs, two additions to Firefox that are paving the way for high quality games on the Web.

URL: https://hacks.mozilla.org/2011/12/paving-the-way-for-open-games-on-the-web-with-the-gamepad-and-mouse-lock-apis/

## 1249. State of the Web APIs – an interview with John Hammink

Resumen: As you might be aware, Mozilla is working hard on making mobile development possible with purely open technologies. For this, we are defining a set of APIs to access the hardware of mobile devices called the Web APIs. John Hammink of Mozilla published a blog post on the subject on Monday outlining the current state […]

URL: https://hacks.mozilla.org/2011/12/state-of-the-web-apis-an-interview-with-john-hammink/

## 1250. Making the wait for the holidays easier – the MDN advent calendar

Resumen: Tomorrow we will release the MDN advent calendar at http://thewebrocks.com/ calendar with a daily link on a web technology product, a MDN wiki page or a great demo collected by us over the last few days. You can get a preview of how the calendar will look and work here: As an extra bonus, we thought […]

URL: https://hacks.mozilla.org/2011/11/making-the-wait-for-the-holidays-easier-the-mdn-advent-calendar/

## 1251. Congrats to our October Dev Derby winners!

Resumen: Responsive design is more important than ever as people experience the Web on a variety of devices. Web developers can now take advantage of CSS Media Queries to build sites and applications that can be viewed on different screen sizes. So we decided to focus on that for the October Dev Derby. For this challenge, […]

URL: https://hacks.mozilla.org/2011/11/congrats-to-our-october-dev-derby-winners/

## 1252. People of HTML5: Joe Lambert unshredding images in Canvas

*Autor: Desconocido | Fecha: 2011-11-28T09:22:19-08:00*

Resumen: Today we have a quickie for you: Joe Lambert, a web developer from Southampton, England working for Rareloop took on the Instagram engineering challenge of un-shredding a shredded image but instead of using server-side code, he used HTML5 canvas. Here's a screencast of his solution to the problem: And here we are in a quick […]

URL: https://hacks.mozilla.org/2011/11/people-of-html5-joe-lambert-unshredding-images-in-canvas/


## 1253. Firefox – tons of tools for web developers!

*Autor: Desconocido | Fecha: 2011-11-28T01:25:17-08:00*

Resumen: One of the goals of Firefox have always been to make the lives of web developers as easy and productive as possible, by providing tools and a very extensible web browser to enable people to create amazing things. The idea here is to list a lot of the tools and options available to you as […]

URL: https://hacks.mozilla.org/2011/11/firefox-tons-of-tools-for-web-developers/


## 1254. Luke Crouch on: HTML5 – code for all the platforms

*Autor: Desconocido | Fecha: 2011-11-27T10:16:24-08:00*

Resumen: Back in October, Luke Crouch, one of the web developers working on the Mozilla Developer Network went to Techfest in Tulsa, Oklahoma to tell people all about HTML5. You can see his slides with his voiceover at Usergroup.tv: Luke gave an overview on the history of HTML5 vs. XHTML and the approaches of the W3C […]

URL: https://hacks.mozilla.org/2011/11/luke-crouch-on-html5-code-for-all-the-platforms/


## 1255. State of the docs, November 23, 2011

*Autor: Desconocido | Fecha: 2011-11-25T14:04:36-08:00*

Resumen: This is the second in a series of posts about new or recently improved content or infrastructure on MDN. This post was slightly delayed by the U.S. Thanksgiving holiday (apologies). Web standards docs New pages! As the result of a discussion on the mozilla.dev.platform forum, Boris Zbarsky wrote an article on Writing forward-compatible websites, with […]

URL: https://hacks.mozilla.org/2011/11/state-of-the-docs-november-23-2011/


## 1256. Mozilla hacks Weekly, November 24th 2011

*Autor: Desconocido | Fecha: 2011-11-24T05:44:29-08:00*

Resumen: It's Thursday, folks, and it means our Developer Engagement Team at Mozilla has some reading tips for you!

URL: https://hacks.mozilla.org/2011/11/mozilla-hacks-weekly-november-24th-2011/


## 1257. HTML5 context menus in Firefox (Screencast and Code)

*Autor: Desconocido | Fecha: 2011-11-24T02:28:04-08:00*

Resumen: You may not know it, but the HTML5 specifications go beyond what we put in the pages and also define how parts of the browser should become available to developers with HTML, CSS and JavaScript. One of these parts of the specs are context menus, or "right click menus". Using HTML5 and a menu element […]

URL: https://hacks.mozilla.org/2011/11/html5-context-menus-in-firefox-screencast-and-code/

## 1258. Webinar: IndexedDB with Jonas Sicking

*Autor: Desconocido | Fecha: 2011-11-23T09:45:05-08:00*

Resumen: Update 2011-12-20: The video recording of this webinar is now available: IndexedDB is the emerging standard for structured client-side data storage. The IndexedDB standard is supported by current versions of Firefox and Chrome, and support for it is expected in Internet Explorer 10. With this growing maturity and support, it's time to start experimenting with […]
URL: https://hacks.mozilla.org/2011/11/webinar-indexeddb-with-jonas-sicking/


## 1259. Mozilla Hacks Weekly, November 17th 2011

*Autor: Desconocido | Fecha: 2011-11-17T04:33:25-08:00*

Resumen: The week is closing to an end, and since you are perhaps winding down a little, why not check some reading tips from the Developer Engagement Team at Mozilla?
URL: https://hacks.mozilla.org/2011/11/mozilla-hacks-weekly-november-17th-2011/


## 1260. Wiki Wednesday: November 16, 2011

*Autor: Desconocido | Fecha: 2011-11-16T13:14:16-08:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]
URL: https://hacks.mozilla.org/2011/11/wiki-wednesday-november-16-2011/


## 1261. Developer Tools in Firefox Aurora 10

*Autor: Desconocido | Fecha: 2011-11-16T10:24:12-08:00*

Resumen: The Preview You Can Use Now Mozilla is building a collection of stable, fast and usable developer tools that ship with the browser. I'd like to introduce a collection of improvements that are scheduled to be released in final form on January 31, 2012. But, you can get them now by downloading the Firefox Aurora […]
URL: https://hacks.mozilla.org/2011/11/developer-tools-in-firefox-aurora-10/


## 1262. Screencast: CSS 3D rollover with fallback for older browsers

*Autor: Desconocido | Fecha: 2011-11-15T02:06:10-08:00*

Resumen: Here's a quick screencast how to create a 3D image rollover and still give a useful interface to browsers that do not support 3D transforms. If you want to see the effect in Firefox get the latest Aurora or Nightly. Check the following video to see what it looks like (first with a browser without […]
URL: https://hacks.mozilla.org/2011/11/screencast-css-3d-rollover-with-fallback-for-older-browsers/


## 1263. Announcing Firefox Aurora 10

*Autor: Desconocido | Fecha: 2011-11-11T15:34:00-08:00*

Resumen: We're happy to announce the availability of Aurora 10. (Download and Test Aurora 10) In additional to the normal improvements that you've come to expect like performance, security and bug fixes, Aurora 10 focuses in HTML5 enhancements. New additions HTML5 Visibility API createProcessingInstruction WebGL antialiasing 3D Transforms Visibility API Document.mozFullScreenEnabled Developer Tools Code Editor CSS […]
URL: https://hacks.mozilla.org/2011/11/announcing-firefox-aurora-10/

## 1264. Mozilla Hacks Weekly, November 10th 2011

*Autor: Desconocido | Fecha: 2011-11-10T07:54:55-08:00*

Resumen: We do like reading in Mozilla's Developer Engagement Team – here are our latest recommendations for you!

URL: https://hacks.mozilla.org/2011/11/mozilla-hacks-weekly-november-10th-2011/


## 1265. Accelerating the overall web experience – Mozilla at Velocity Europe

*Autor: Desconocido | Fecha: 2011-11-10T05:11:53-08:00*

Resumen: This year's Velocity EU conference had a special presentation round where browser makers talked about the performance of their specific products. I was invited last minute to represent Firefox and originally was asked to show benchmarks, impressive demos and how we compare to others. As browsers get released in very short intervals these days, this […]

URL: https://hacks.mozilla.org/2011/11/accelerating-the-overall-web-experience-mozilla-at-velocity-europe/


## 1266. insertAdjacentHTML() Enables Faster HTML Snippet Injection

*Autor: Desconocido | Fecha: 2011-11-09T20:02:43-08:00*

Resumen: The following is a guest post by Henri Sivonen: In Firefox 8, we've added support for insertAdjacentHTML(). It's an ancient feature of Internet Explorer that has recently been formalized in HTML5 and then spun out into the DOM Parsing specification. The bad news is that Firefox is the last major browser to implement this feature. […]

URL: https://hacks.mozilla.org/2011/11/insertadjacenthtml-enables-faster-html-snippet-injection/


## 1267. Screencast: BrowserID login flow on OpenPhoto.me

*Autor: Desconocido | Fecha: 2011-11-09T18:03:49-08:00*

Resumen: BrowserID is an initiative to provide the web with a better way to sign in. The web is a connected collection of resources and you should not have to have a user name and password for each of them when you could use the web instead. Today we show you a screencast of how easy […]

URL: https://hacks.mozilla.org/2011/11/screencast-browserid-login-flow-on-openphoto-me/


## 1268. State of the Docs, November 9, 2011

*Autor: Desconocido | Fecha: 2011-11-09T14:52:09-08:00*

Resumen: This is the first in a series of posts about new or recently improved content on MDN. This series will alternate with Wiki Wednesday posts, which will switch to every other week. The purpose of this series is to highlight articles that have changed recently, as well as to recognize the contributors who did the […]

URL: https://hacks.mozilla.org/2011/11/state-of-the-docs-november-9-2011/


## 1269. Esteban, Saqib and Craig – three lucky people to join Mozilla at Full frontal

*Autor: Desconocido | Fecha: 2011-11-09T05:16:13-08:00*

Resumen: A day ago or so we asked who wants to come to Full Frontal with us, and a few people have given good reasons. We used state of the art algorithms also used in social media impact products (Math.random) to pick the lucky winners. And they are: Esteban Saiz who will also join us the […]

URL: https://hacks.mozilla.org/2011/11/esteban-saqib-and-craig-three-lucky-people-to-join-mozilla-at-full-frontal/

## 1270. Using CORS to load WebGL textures from cross-domain images

*Autor: Desconocido | Fecha: 2011-11-08T08:43:17-08:00*

Resumen: In Firefox, as well as in Chrome, it is now possible to load cross-domain images into WebGL textures, if they have been approved by CORS. Most prominently, this feature allows for impressive 3D mapping applications such as Google MapsGL and Nokia Maps 3D. What happened Earlier this year, the Editor's Draft WebGL specification got updated […]
URL: https://hacks.mozilla.org/2011/11/using-cors-to-load-webgl-textures-from-cross-domain-images/


## 1271. Want to go to Full Frontal in Brighton, England this Friday? We got tickets!

*Autor: Desconocido | Fecha: 2011-11-07T04:58:34-08:00*

Resumen: photo by Lily Full Frontal is a JavaScript centric conference in Brighton, England on the 11/11/11. The simplest way to describe it is "a splendid kick into your lower back side" event when it comes to what's hot and amazing int he world of scripting. The Mozilla Developer Network has 3 tickets to give out, […]
URL: https://hacks.mozilla.org/2011/11/want-to-go-to-full-frontal-in-brighton-england-this-friday-we-got-tickets/


## 1272. Mozilla Hacks Weekly, November 3rd 2011

*Autor: Desconocido | Fecha: 2011-11-03T05:12:16-07:00*

Resumen: Thursday again, and we in the Mozilla's Developer Engagement Team has our weekly reading tips for you.
URL: https://hacks.mozilla.org/2011/11/mozilla-hacks-weekly-november-3rd-2011/


## 1273. Wiki Wednesday: November 2, 2011

*Autor: Desconocido | Fecha: 2011-11-02T13:50:09-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]
URL: https://hacks.mozilla.org/2011/11/wiki-wednesday-november-2-2011/


## 1274. Webinar: Canvas with Rob Hawkes

*Autor: Desconocido | Fecha: 2011-11-01T12:38:17-07:00*

Resumen: Update 2011-11-10: Video of this webinar is now available: This video is also available on Vimeo. You can download the code that Rob demos in the webinar. You might also check out the recording of the webinar created by BigBlueButton. It syncs the audio with the slides and chat window using Popcorn.js. On the downside, […]
URL: https://hacks.mozilla.org/2011/11/webinar-canvas-with-rob-hawkes/


## 1275. Beam me up, Scotty – bringing HTML5 to the enterprise

*Autor: Desconocido | Fecha: 2011-10-28T06:08:56-07:00*

Resumen: The last few days I was busy talking to in-house developers at two large enterprise companies, Sabre in Poland and SAP in Germany. Both these companies approached us asking for a talk about HTML5 as the topic gets a lot of interest in the upper echelons and there is a lot of confusion about it. […]
URL: https://hacks.mozilla.org/2011/10/beam-me-up-scotty-bringing-html5-to-the-enterprise/

## 1276. Mozilla Hacks Weekly, October 27th 2011

*Autor: Desconocido | Fecha: 2011-10-27T10:26:27-07:00*

Resumen: We come across a lot of interesting links in Developer Engagement. Here is a round-up of our favourite ones from the past week.

URL: https://hacks.mozilla.org/2011/10/mozilla-hacks-weekly-october-27th-2011/


## 1277. CSS 3D transformations in Firefox Nightly

*Autor: Desconocido | Fecha: 2011-10-26T13:18:42-07:00*

Resumen: When the first 3D transformations in CSS got support on Webkit browsers people got incredibly excited about them. Now that they have matured we also support 3D CSS in Firefox. To see it for yourself, check out one of the latest nightly builds. You can see them in action in this demo of a rotating […]

URL: https://hacks.mozilla.org/2011/10/css-3d-transformations-in-firefox-nightly/


## 1278. Located: Winners of the September Dev Derby on Geolocation.

*Autor: Desconocido | Fecha: 2011-10-26T13:07:01-07:00*

Resumen: With more people going mobile and taking the Web with them, we thought Geolocation was a great topic for the September Dev Derby. Web developers explored a number of ways to bring your physical location into the Web experience and we had 16 demos submitted for the Dev Derby. Voting was tough this month, but […]

URL: https://hacks.mozilla.org/2011/10/located-winners-of-the-september-dev-derby-on-geolocation/


## 1279. Wiki Wednesday: October 26, 2011

*Autor: Desconocido | Fecha: 2011-10-26T11:25:14-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/10/wiki-wednesday-october-26-2011/


## 1280. Debugging and editing webpages in 3D

*Autor: Desconocido | Fecha: 2011-10-26T07:47:09-07:00*

Resumen: Tilt is a Firefox addon that lets you visualize any web page in 3D. A new update is available, coming with more developer-oriented features. Try the addon. http://www.youtube.com/watch?v=_7eG_PONHRw Since the first alpha version of Tilt was announced (a Firefox extension focused on creating a 3D visualization of a webpage), a lot of work has been […]

URL: https://hacks.mozilla.org/2011/10/debugging-and-editing-webpages-in-3d/


## 1281. WDC2011: Tomorrow's Web (and Future Technologies)

*Autor: Desconocido | Fecha: 2011-10-24T04:09:50-07:00*

Resumen: Last Friday I had the pleasure of attending and speaking at the Web Developer Conference in Bristol. This was the fifth conference in the event's history and was attended by well over 200 Web designers and developers from across the UK. In my talk I covered some Web technologies that are on the horizon and […]

URL: https://hacks.mozilla.org/2011/10/wdc2011-tomorrows-web-and-future-technologies/

## 1282. Ben Adida on BrowserID and identity

*Autor: Desconocido | Fecha: 2011-10-20T06:55:11-07:00*

Resumen: This is the second installment of Mission:Mozilla, a series of interviews that link Mozillians, the technology they produce and the Mozilla mission. Today Ben Adida is in the hot seat to discuss BrowserID, Mozilla's identity initiative. Tristan Nitot – Hi Ben, can you briefly introduce yourself? Ben Adida – I've been hacking since high school […]

URL: https://hacks.mozilla.org/2011/10/ben-adida-on-browserid-and-identity/

## 1283. Mozilla Hacks Weekly, October 20th 2011

*Autor: Desconocido | Fecha: 2011-10-20T06:11:55-07:00*

Resumen: We read, we read, and we read! And the result is a little introduction to things we in the Developer Engagement liked reading the latest week.

URL: https://hacks.mozilla.org/2011/10/mozilla-hacks-weekly-october-20th-2011/

## 1284. Wiki Wednesday: October 19, 2011

*Autor: Desconocido | Fecha: 2011-10-19T14:10:16-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/10/wiki-wednesday-october-19-2011/

## 1285. HTML5 live: Rocking the boat – and causing a ripple

*Autor: Desconocido | Fecha: 2011-10-19T13:13:39-07:00*

Resumen: Today was the HTML5 live conference in London, England. In this one day conference around 150 attendees learned the why of HTML5, and how to implement it in the current work environment. As Mozilla's representative I was asked to give a talk on how we are faring as a movement when it comes to HTML5. […]

URL: https://hacks.mozilla.org/2011/10/html5-live-rocking-the-boat-and-causing-a-ripple/

## 1286. Mozilla Hacks Weekly, October 13th 2011

*Autor: Desconocido | Fecha: 2011-10-13T02:02:10-07:00*

Resumen: Thursday again, and it's time for our reading tips!

URL: https://hacks.mozilla.org/2011/10/mozilla-hacks-weekly-october-13th-2011/

## 1287. Wiki Wednesday: October 12, 2011

*Autor: Desconocido | Fecha: 2011-10-12T12:36:38-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/10/wiki-wednesday-october-12-2011/

## 1288. Mozilla Hacks Weekly, October 6th 2011

*Autor: Desconocido | Fecha: 2011-10-06T16:38:48-07:00*

Resumen: Thursday again, and it's time for our reading tips!

URL: https://hacks.mozilla.org/2011/10/mozilla-hacks-weekly-october-6th-2011/

## 1289. Wiki Wednesday: October 5, 2011

*Autor: Desconocido | Fecha: 2011-10-06T06:21:57-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/10/wiki-wednesday-october-5-2011/

## 1290. JSConf EU fun and doc sprint results

*Autor: Desconocido | Fecha: 2011-10-03T13:38:39-07:00*

Resumen: At the just-finished JSConf.eu (European JavaScript Conference), Mozilla sponsored the Hacker Lounge, and held a doc sprint during the conference. The conference kicked off with Bella Morningstar, president of the Brendan Eich Fan Club (a.k.a. Mandy Lauderdale), serenading Brendan: JSConf.eu opening song – JavaScript Will Listen from Alexander Lang on Vimeo. Later, at Brendan's request, […]

URL: https://hacks.mozilla.org/2011/10/jsconf-eu-doc-sprint-results/

## 1291. Introducing Aurora 9

*Autor: Desconocido | Fecha: 2011-09-30T15:22:45-07:00*

Resumen: We have just released Aurora 9 (download and test Aurora 9), which is planned to be the upcoming Firefox 9. In it, we have a number of new things that we hope will get you excited!

URL: https://hacks.mozilla.org/2011/09/introducing-aurora-9/

## 1292. MDN vs. MSDN: Mozilla FTW

*Autor: Desconocido | Fecha: 2011-09-30T11:36:41-07:00*

Resumen: MindTouch, the developer of the software that powers the Mozilla Developer Network's documentation center, spent this week sponsoring a competitive battle, pitting MDN up against the Microsoft Developer Network (MSDN) site in the areas of user experience, social features, engagement, and findability. They offered their thoughts on the comparison between the two developer network sites […]

URL: https://hacks.mozilla.org/2011/09/mdn-vs-msdn-mozilla-ftw/

## 1293. Congrats to our August Dev Derby winners!

*Autor: Desconocido | Fecha: 2011-09-29T14:59:23-07:00*

Resumen: For our August Dev Derby, we decided to see what developers could do with the History API. We had 11 demos submitted and it was interesting to see how the History API creates new ways to interact with Web content. After all the votes were in, we had our August Dev Derby winners! 1st Place: […]

URL: https://hacks.mozilla.org/2011/09/congrats-to-our-august-dev-derby-winners/

## 1294. Mozilla Hacks Weekly, September 29th 2011

*Autor: Desconocido | Fecha: 2011-09-29T00:53:22-07:00*

Resumen: Good Thursday, dear Mozilla Hacks readers! The Mozilla Developer Engagement Team has a new fresh list of reading suggestions for you!

URL: https://hacks.mozilla.org/2011/09/mozilla-hacks-weekly-september-29th-2011/

## 1295. What's new for Web Developers in Firefox 7

*Autor: Desconocido | Fecha: 2011-09-27T07:30:22-07:00*

Resumen: Today we're releasing Firefox Update 7. This update contains work that's been stabilizing over the last 3 months and there are quite a few interesting things to talk about. To be clear, this is not the canonical list of changes, just highlights. As always, we've created a page to track the changes that web developers […]

URL: https://hacks.mozilla.org/2011/09/whats-new-for-web-developers-in-firefox-7/

## 1296. Firefox 7: Telemetry

*Autor: Desconocido | Fecha: 2011-09-27T07:13:06-07:00*

Resumen: Based on a blog post originally posted here by Taras Glek, Firefox Developer. Firefox 7 marks a turning point in how we measure Firefox performance. Traditionally we measured Firefox performance on individual developer machines and our build & release infrastructure. However it turns out synthetic benchmarks do not correspond to real-world Firefox usage: it is […]

URL: https://hacks.mozilla.org/2011/09/firefox-7-telemetry/

## 1297. Direct2D Azure hits Firefox 7

*Autor: Desconocido | Fecha: 2011-09-27T07:11:25-07:00*

Resumen: Based on a blog post originally posted here by Bas Schouten, Firefox Developer. Hrm, Azure, what's that again? You can find out all about Azure other blog posts, there's an introduction from Joe Drew and there's several more in detailed posts discussing the Direct2D Azure backend and the performance implications to be found on my […]

URL: https://hacks.mozilla.org/2011/09/direct2d-azure-hits-firefox-7/

## 1298. Firefox 7 is lean and fast

*Autor: Desconocido | Fecha: 2011-09-27T07:08:53-07:00*

Resumen: Based on a blog post originally posted here by Nicholas Nethercote, Firefox Developer. tl;dr Firefox 7 now uses much less memory than previous versions: often 20% to 30% less, and sometimes as much as 50% less. This means that Firefox and the websites you use will be snappier, more responsive, and suffer fewer pauses. It […]

URL: https://hacks.mozilla.org/2011/09/firefox-7-is-lean-and-fast/

## 1299. Mozilla Hacks Weekly, September 22nd

*Autor: Desconocido | Fecha: 2011-09-22T05:15:49-07:00*

Resumen: It's Thursday, and time for reading suggestions from the Mozilla Developer Engagement team!

URL: https://hacks.mozilla.org/2011/09/mozilla-hacks-weekly-september-22nd/

## 1300. Wiki Wednesday: September 21, 2011

*Autor: Desconocido | Fecha: 2011-09-21T11:37:22-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/09/wiki-wednesday-september-21-2011/

## 1301. HTML5: Time for some slicker apps – a talk at Kings of Code

*Autor: Desconocido | Fecha: 2011-09-20T04:34:56-07:00*

Resumen: The Kings of code conference in Amsterdam attracted a few hundred backend developers. Part hackday, part conference, Kings of Code spans over a few days and brings together developers from various backgrounds. The ambitious goal of the Mozilla keynote was to cover the relevant parts of HTML5 and CSS3 for this audience in 25 minutes. […]

URL: https://hacks.mozilla.org/2011/09/html5-time-for-some-slicker-apps-a-talk-at-kings-of-code/

## 1302. Tagging docs for sprint at JSConf.eu October 1-2

*Autor: Desconocido | Fecha: 2011-09-19T10:53:58-07:00*

Resumen: We're very excited to announce that Mozilla is sponsoring the Hacker Lounge at JSConf.eu and we will be holding a doc sprint at and during the conference. The focus of this doc sprint will naturally be docs for JavaScript and DOM. We hope to encourage attendees at the conference to contribute at least a little […]

URL: https://hacks.mozilla.org/2011/09/tagging-docs-for-sprint-at-jsconf-eu-october-1-2/

## 1303. Mozilla Hacks Weekly, September 15th 2011

*Autor: Desconocido | Fecha: 2011-09-15T17:16:37-07:00*

Resumen: From the Mozilla Developer Engagement team, here is our recommend reading list for the latest week.

URL: https://hacks.mozilla.org/2011/09/mozilla-hacks-weekly-september-15th-2011/

## 1304. Wiki Wednesday: September 14, 2011

*Autor: Desconocido | Fecha: 2011-09-14T14:05:50-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/09/wiki-wednesday-september-14-2011/

## 1305. Geolocation explained – a quick screencast

*Autor: Desconocido | Fecha: 2011-09-13T07:54:37-07:00*

Resumen: If you've been here last week, you might have seen the webinar and geolocation Q&A with Remy Sharp. Sadly enough, we had a problem recording the screen so we recorded this replacement screencast yesterday night to give you a quick introduction to the Geolocation API. Once you are up to speed (or refreshed your memory) […]

URL: https://hacks.mozilla.org/2011/09/geolocation-explained-a-quick-screencast/

## 1306. Taking steps() with CSS animations

*Autor: Desconocido | Fecha: 2011-09-09T13:57:03-07:00*

Resumen: CSS animations are hot and a lot of experimentation is going on. A cool new feature of animations is the steps() option which allows you to cut an animation into steps instead of a transition from one state to another in one go. While this seems counterproductive on first glance there is a lot you […]

URL: https://hacks.mozilla.org/2011/09/taking-steps-with-css-animations/

## 1307. Video and slides from Mozillas CSS3 & HTML5 talk at the Frontend Conference in Zurich

*Autor: Desconocido | Fecha: 2011-09-09T05:22:00-07:00*

Resumen: I'm currently attending the Frontend Conference in Zurich, Switzerland and this morning I gave a presentation about mobile possibilities offered through CSS3 and HTML5.

URL: https://hacks.mozilla.org/2011/09/video-and-slides-from-mozillas-css3-html5-talk-at-the-frontend-conference-in-zurich/


## 1308. Alex Fowler about DNT and online privacy

*Autor: Desconocido | Fecha: 2011-09-08T10:20:40-07:00*

Resumen: This is the first of an interview series conducted by Tristan Nitot, long-time Mozilla contributor and one of the founders of Mozilla Europe. Today, Tristan interviews Alex Fowler, Global Privacy and Public policy lead for Mozilla. Tristan Nitot – Alex, could you briefly introduce yourself? When did you start working for Mozilla? Alex Fowler – […]

URL: https://hacks.mozilla.org/2011/09/alex-fowler-about-dnt-and-online-privacy/


## 1309. Mozilla Hacks Weekly, September 8th 2011

*Autor: Desconocido | Fecha: 2011-09-08T08:31:03-07:00*

Resumen: Thursday again, and we in the Mozilla Developer Engagement team are happy to present you with another Mozilla Hacks Weekly!

URL: https://hacks.mozilla.org/2011/09/mozilla-hacks-weekly-september-8th-2011/


## 1310. Wiki Wednesday: September 7, 2011

*Autor: Desconocido | Fecha: 2011-09-07T13:39:13-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/09/wiki-wednesday-september-7-2011/


## 1311. Webinar: Geolocation with Remy Sharp

*Autor: Desconocido | Fecha: 2011-09-07T11:35:51-07:00*

Resumen: Update 2011-09-09: Oh noes! We had a double dose of technical difficulties during this webinar. The BigBlueButton server froze and required a couple of reboots to get it working. It worked fine for the remainder of the session. Thanks to those who stuck around, and apologies to everyone for the problem. On top of that, […]

URL: https://hacks.mozilla.org/2011/09/webinar-geolocation-with-remy-sharp/


## 1312. Where on earth? This month's Developer Derby is all about geolocation.

*Autor: Desconocido | Fecha: 2011-09-07T08:01:27-07:00*

Resumen: Another month, another Developer Derby. This month we want you to play with something that is not part of the HTML5 stack and we feel it doesn't get the love it deserves from developers: the geolocation API. Firefox has supported this API for a long time and you can do some pretty cool things with […]

URL: https://hacks.mozilla.org/2011/09/where-on-earth-this-months-developer-derby-is-all-about-geolocation/

## 1313. Detecting and generating CSS animations in JavaScript

*Autor: Desconocido | Fecha: 2011-09-05T23:29:27-07:00*

Resumen: When writing of the hypnotic spiral demo the issue appeared that I wanted to use CSS animation when possible but have a fallback to rotate an element. As I didn't want to rely on CSS animation I also considered it pointless to write it by hand but instead create it with JavaScript when the browser […]

URL: https://hacks.mozilla.org/2011/09/detecting-and-generating-css-animations-in-javascript/

## 1314. Dynabyte event and presentations on HTML5 and CSS3

*Autor: Desconocido | Fecha: 2011-09-05T06:05:22-07:00*

Resumen: Last week I spoke at the Dynabyte meetup in Stockholm and I wanted to share the slides and what I was talking about.

URL: https://hacks.mozilla.org/2011/09/dynabyte-event-and-presentations-on-html5-and-css3/

## 1315. Mozilla demoparty winners announced

*Autor: Desconocido | Fecha: 2011-09-03T09:42:19-07:00*

Resumen: The Demoparty Online Competition 2011 is part of the Mozilla Labs Demoparty Project, an initiative to foster artful exploration of open web technologies. We asked people from the demo scene to have a go at web technologies and (with WebGL being the absolute winner of course) managed to collect over 100 submissions. Now the judges […]

URL: https://hacks.mozilla.org/2011/09/mozilla-demoparty-winners-announced/

## 1316. Hacking Innovation: At WebFWD, Lean Startup Methodology Meets Open Source

*Autor: Desconocido | Fecha: 2011-09-01T15:01:14-07:00*

Resumen: WebFWD is Mozilla's accelerator and incubator program for Open Innovation on the Web. It launched at the start of the summer, around the same time I joined Mozilla as a writer and wrangler of content, so I feel a personal stake in helping the program flourish and thrive. In the lean and rapid style of […]

URL: https://hacks.mozilla.org/2011/09/hacking-innovation-at-webfwd-lean-startup-methodology-meets-open-source/

## 1317. Mozilla Hacks Weekly, September 1st 2011

*Autor: Desconocido | Fecha: 2011-09-01T08:10:57-07:00*

Resumen: Thursday again, and we in the Mozilla Developer Engagement team are happy to present you with another Mozilla Hacks Weekly!

URL: https://hacks.mozilla.org/2011/09/mozilla-hacks-weekly-september-1st-2011/

## 1318. Wiki Wednesday: August 31, 2011

*Autor: Desconocido | Fecha: 2011-09-01T06:05:10-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/09/wiki-wednesday-august-31-2011/

## 1319. Add-on SDK Workshop coming to London Sept 29th

*Autor: Desconocido | Fecha: 2011-08-30T05:15:18-07:00*

Resumen: Interested in learning how to create fantastic Firefox add-ons with the Add-on SDK and Builder? Join the Jetpack team in London, UK on September 29th for an evening of workshops that will get you started hacking on compatibility-proof, re-startless, testable addons using the many features of the SDK. The workshop will include a general introduction […]
URL: https://hacks.mozilla.org/2011/08/add-on-workshop-coming-to-london-sept-29th/

## 1320. People of HTML5 – Divya Manian

*Autor: Desconocido | Fecha: 2011-08-30T02:56:06-07:00*

Resumen: HTML5 needs spokespeople to work. There are a lot of people out there who took on this role, and here at Mozilla we thought it is a good idea to introduce some of them to you with a series of interviews and short videos. The format is simple – we send the experts 10 questions […]
URL: https://hacks.mozilla.org/2011/08/people-of-html5-divya-manian/

## 1321. More details about the WebAPI effort

*Autor: Desconocido | Fecha: 2011-08-29T14:19:06-07:00*

Resumen: As we've hoped, there has been a lot of interest in the newly announced WebAPI effort. So I figured that I should explain in more detail some of my thinking around what we're hoping to do and the challenges that are ahead of us. Goal The goal of this effort is to create APIs to […]
URL: https://hacks.mozilla.org/2011/08/more-details-about-the-webapi-effort/

## 1322. Calculated drop shadows in HTML5 canvas

*Autor: Desconocido | Fecha: 2011-08-29T03:09:48-07:00*

Resumen: One of the best new features of HTML5 when it comes to visual effects is the canvas element and its API. On the surface, it doesn't look like much – just a rectangle in the page you can paint on and wipe. Much like an etch-a-sketch. However, the ability to transform, rotate and scale its […]
URL: https://hacks.mozilla.org/2011/08/calculated-drop-shadows-in-html5-canvas/

## 1323. Congrats to our July Dev Derby winners on their amazing HTML5 video demos!

*Autor: Desconocido | Fecha: 2011-08-25T13:38:11-07:00*

Resumen: We shifted gears for July and invited Web developers to have some fun with HTML5 video for Dev Derby. We had 15 awesome demos submitted and while there was a lot of entertainment and innovation happening, we had to narrow them down to 5 finalists: Facial Recognition and Analytics with HTML5's Video Tag HTML5 Video […]
URL: https://hacks.mozilla.org/2011/08/congrats-to-our-july-dev-derby-winners-on-their-amazing-html5-video-demos/

## 1324. Wiki Wednesday: August 24, 2011

*Autor: Desconocido | Fecha: 2011-08-25T06:02:04-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and

editing the articles directly, or […]
URL: https://hacks.mozilla.org/2011/08/wiki-wednesday-august-24-2011/


## 1325. People of HTML5 – John Allsopp

*Autor: Desconocido | Fecha: 2011-08-25T04:04:22-07:00*

Resumen: HTML5 needs spokespeople to work. There are a lot of people out there who took on this role, and here at Mozilla we thought it is a good idea to introduce some of them to you with a series of interviews and short videos. The format is simple – we send the experts 10 questions […]
URL: https://hacks.mozilla.org/2011/08/people-of-html5-john-allsopp/


## 1326. Mozilla Hacks Weekly, August 25th 2011

*Autor: Desconocido | Fecha: 2011-08-25T02:59:55-07:00*

Resumen: As we hope you have become accustomed to every Thursday, it is time again for Mozilla Hacks Weekly. It contains our collected recommended reading from us in the Mozilla Developer Engagement Team!
URL: https://hacks.mozilla.org/2011/08/mozilla-hacks-weekly-august-25th-2011/


## 1327. Ask MDN – WebSockets [26th August]

*Autor: Desconocido | Fecha: 2011-08-24T04:18:01-07:00*

Resumen: After a great session on the History API with Syd Lawrence it's time to announce our third topic. This time around we're focussing on WebSockets, which make it possible to have two-way communication between a browser and the server in real-time. All of this is done without the need to constantly poll for new data […]
URL: https://hacks.mozilla.org/2011/08/ask-mdn-websockets-26th-august/


## 1328. Introducing WebAPI

*Autor: Desconocido | Fecha: 2011-08-23T03:42:18-07:00*

Resumen: Mozilla would like to introduce WebAPI with the goal to provide a basic HTML5 phone experience within 3 to 6 months.
URL: https://hacks.mozilla.org/2011/08/introducing-webapi/


## 1329. Aurora 8 is here

*Autor: Desconocido | Fecha: 2011-08-19T12:30:04-07:00*

Resumen: Today we release Aurora Update 8. We've got even more HTML5 support, support for cross-origin textures in WebGL, support for insertAdjacentHTML() and reduced resource requirements for media elements. Cross-origin WebGL textures We disabled support for cross-origin textures in Firefox 5 due to security concerns. You can now use cross-origin textures in Aurora Update 8, although […]
URL: https://hacks.mozilla.org/2011/08/aurora8/


## 1330. Mozilla Hacks Weekly, August 18th 2011

*Autor: Desconocido | Fecha: 2011-08-18T06:42:33-07:00*

Resumen: It's Thursday, folks, and you know what that means, right? It's time for Mozilla Hacks Weekly, with recommended reading from the Mozilla Developer Engagement Team!
URL: https://hacks.mozilla.org/2011/08/mozilla-hacks-weekly-august-18th-2011/

## 1331. Wiki Wednesday: August 17, 2011

*Autor: Desconocido | Fecha: 2011-08-17T14:07:59-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/08/wiki-wednesday-august-17-2011/

## 1332. speak.js: Text-to-Speech on the Web

*Autor: Desconocido | Fecha: 2011-08-17T11:36:56-07:00*

Resumen: Text-to-Speech (TTS) can make content more accessible, but there is so far no simple and universal way to do that on the web. One possible approach is shown in this demo, which is powered by speak.js, a new 100% pure JavaScript/HTML5 TTS implementation. speak.js is a port of eSpeak, an open source speech synthesizer, from […]

URL: https://hacks.mozilla.org/2011/08/speak-js-text-to-speech-on-the-web/

## 1333. Firefox 6 is here

*Autor: Desconocido | Fecha: 2011-08-16T08:02:25-07:00*

Resumen: What's new in Firefox 6? The most notable addition to this new release are the <progress> element, touch events, Server-Sent Events as well as the return of WebSockets. The <progress> element This element can be used to give a visual cue of something in progress in the page. System progress bars are being used, which […]

URL: https://hacks.mozilla.org/2011/08/firefox6/

## 1334. Overview and demos of HTML5 Forms input types, attributes and elements

*Autor: Desconocido | Fecha: 2011-08-16T03:17:18-07:00*

Resumen: One of the major parts of HTML5 is offering new semantics for HTML code and also to ease the most common tasks for web developers and end users alike. Making forms easier and better is one of those main goals. With HTML5 Forms we get things like: New input types New attributes New elements In […]

URL: https://hacks.mozilla.org/2011/08/overview-and-demos-of-html5-forms-input-types-attributes-and-elements/

## 1335. MDN docs get more sprint love

*Autor: Desconocido | Fecha: 2011-08-15T21:19:59-07:00*

Resumen: This past weekend, at least 20 people around the globe spent time improving the docs on Mozilla Developer Network. While this was a "virtual" sprint with no centralized gathering, we succeeded in having a few local meet-ups of sprinters, in Taiwan, California, and Texas. Jeremie Patonnier added pages for 35(!) SVG interfaces to the DOM […]

URL: https://hacks.mozilla.org/2011/08/mdn-docs-get-more-sprint-love/

## 1336. Mozilla Hacks Weekly, August 11th 2011

*Autor: Desconocido | Fecha: 2011-08-11T03:12:23-07:00*

Resumen: It's time again for the link picks of the week from the Mozilla Developer Engagement Team!

URL: https://hacks.mozilla.org/2011/08/mozilla-hacks-weekly-august-11th-2011/

## 1337. Wiki Wednesday: August 10, 2011

*Autor: Desconocido | Fecha: 2011-08-10T13:17:37-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/08/wiki-wednesday-august-10-2011/

## 1338. Webinar: History API with Syd Lawrence

*Autor: Desconocido | Fecha: 2011-08-10T08:38:41-07:00*

Resumen: Update 2011-08-19: We had intended to record this webinar and make it available for those who couldn't attend. Due to a convergence of technical difficulties, the recording was not successful. Apologies for failing on that promise. You can see Syd's slides and a recording of a similar talk Syd gave at the Heart & Sole […]

URL: https://hacks.mozilla.org/2011/08/webinar-history-api-with-syd-lawrence/

## 1339. Browserscene: Creating Demos on the Web – Presentation at ASSEMBLY

*Autor: Desconocido | Fecha: 2011-08-10T03:06:03-07:00*

Resumen: Last Friday I got to attend and speak at the ASSEMBLY event in Finland. The atmosphere was amazing, just check out this photo: Here is how the organisers describe the event: ASSEMBLY is a four day computer festival, in which thousands of people and their computers spend the long weekend by meeting friends, playing games, […]

URL: https://hacks.mozilla.org/2011/08/browserscene-creating-demos-on-the-web-presentation-at-assembly/

## 1340. Ask MDN follow-up: HTML5 Gaming & Creative JavaScript

*Autor: Desconocido | Fecha: 2011-08-08T04:35:52-07:00*

Resumen: Just over a week ago we gathered 8 experts in the field to answer your questions about HTML5 gaming and creative JavaScript. This was our first Ask MDN event and, although it had a couple of teething problems, it went really well. In this post I want to follow up on the previous event and […]

URL: https://hacks.mozilla.org/2011/08/ask-mdn-follow-up-html5-gaming-creative-javascript/

## 1341. Rendering 3D with CSS and JavaScript with dom3d (guest post)

*Autor: Desconocido | Fecha: 2011-08-08T00:38:22-07:00*

Resumen: Today we have a guest post by James Long (@jlongster). James is the tech lead for mozilla.com on the Web Development team. James is passionate about interactive graphics on the open web. Today he explains how you can create 3D objects using CSS without having 3D transforms support. Take it away, James. Recently I was […]

URL: https://hacks.mozilla.org/2011/08/rendering-3d-with-css-and-javascript-with-dom3d-guest-post/

## 1342. Mozilla Hacks Weekly, August 4th 2011

*Autor: Desconocido | Fecha: 2011-08-04T11:06:59-07:00*

Resumen: It's time again for the link picks of the week from the Mozilla Developer Engagement Team!

URL: https://hacks.mozilla.org/2011/08/mozilla-hacks-weekly-august-4th-2011/

## 1343. Wiki Wednesday: August 3, 2011

*Autor: Desconocido | Fecha: 2011-08-04T06:30:46-07:00*

Resumen: (Yeah, it's Thursday — sorry). Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and […]

URL: https://hacks.mozilla.org/2011/08/wiki-wednesday-august-3-2011/

## 1344. Animating with javascript: from setInterval to requestAnimationFrame

*Autor: Desconocido | Fecha: 2011-08-03T09:05:35-07:00*

Resumen: Animating DOM elements[1] or the content of a canvas is a classical use case for setInterval. But the interval is not as reliable as it seems, and a more suitable API is now available… Animating with setInterval To animate an element moving 400 pixels on the right with javascript, the basic thing to do is […]

URL: https://hacks.mozilla.org/2011/08/animating-with-javascript-from-setinterval-to-requestanimationframe/

## 1345. Living on the Edge – new Adobe animation tool sparks necessary conversations

*Autor: Desconocido | Fecha: 2011-08-03T02:14:10-07:00*

Resumen: Adobe made quite some splash in the last days by releasing Edge, a Flash-like tool to create HTML5/CSS3/JS driven animations. There is a need for a tool like that and I for one am very happy to see that Adobe are recognising this. Other tools that try to tackle the same task are already around, […]

URL: https://hacks.mozilla.org/2011/08/living-on-the-edge-new-adobe-animation-tool-sparks-necessary-conversations/

## 1346. Making history with the August Dev Derby

*Autor: Desconocido | Fecha: 2011-08-02T00:59:47-07:00*

Resumen: It is time to announce another month's Dev Derby and this August we want you to play with the History API. The History API is a much needed piece of the puzzle of creating modern web applications and here is why: Links are good, they make the web work The web is made up from […]

URL: https://hacks.mozilla.org/2011/08/making-history-with-the-august-dev-derby/

## 1347. Firebug 1.8 New Features

*Autor: Desconocido | Fecha: 2011-07-29T04:49:59-07:00*

Resumen: Firebug 1.8 compatible with Firefox 5.0 has been released and I would like to get this opportunity and introduce some new features in this version. Firebug 1.8 has been also uploaded to AMO, but it can take some time to appear. First of all, check out the following compatibility table: Firefox 3.6 with Firebug 1.7.3 […]

URL: https://hacks.mozilla.org/2011/07/firebug-1-8-new-features/

## 1348. Introducing Mozilla Hacks Weekly

*Autor: Desconocido | Fecha: 2011-07-28T06:11:28-07:00*

Resumen: We in the Developer Engagement Team at Mozilla – who write this blog, give presentations, work on the MDN documentation, meet the community and many other things – always try to stay on top what is happening on the Internet. And now we want to share our

reading with you!
URL: https://hacks.mozilla.org/2011/07/introducing-mozilla-hacks-weekly/

## 1349. Announcing Boot to Gecko (B2G) – Booting to the Web

*Autor: Desconocido | Fecha: 2011-07-27T09:01:40-07:00*

Resumen: Mozilla recently announced the Boot to Gecko (B2G) Project which is a project towards the goal of building a complete, standalone operating system for the open web.
URL: https://hacks.mozilla.org/2011/07/announcing-boot-to-gecko-b2g-booting-to-the-web/

## 1350. The HTML5 canvas clip method

*Autor: Desconocido | Fecha: 2011-07-27T01:26:31-07:00*

Resumen: HTML5 canvas offers a lot of interesting ways to create effects and experiences on the web. One of the methods to do that, which seem lesser known, is canvas clip.
URL: https://hacks.mozilla.org/2011/07/the-html5-canvas-clip-method/

## 1351. Ask MDN: Our experts are ready to answer your questions

*Autor: Desconocido | Fecha: 2011-07-22T05:27:37-07:00*

Resumen: [Update] The panel of experts and time of the first event have been added below. Something amazing is starting next week. No, not pay day. It's more important than that. Got it yet? No? It's Ask MDN, silly! Still no idea what that is? Don't worry, it's new and I'm here to tell you all […]
URL: https://hacks.mozilla.org/2011/07/ask-mdn-our-experts-are-ready-to-answer-your-questions/

## 1352. Congratulations to our June Dev Derby winners!

*Autor: Desconocido | Fecha: 2011-07-21T15:41:24-07:00*

Resumen: We kicked off our series of monthly developer challenges in June to see what Web developers could do with CSS3 Animations. Our first ever Dev Derby was a huge success with almost 30 entries and a variety of demos that brought action to the Web without JavaScript. The results have been awesome! Early fan favorites […]
URL: https://hacks.mozilla.org/2011/07/congratulations-to-our-june-dev-derby-winners/

## 1353. HTeaML: A superbly traditional event for London Web developers

*Autor: Desconocido | Fecha: 2011-07-21T11:04:59-07:00*

Resumen: A new developer event is on the horizon for the lucky folks who live in and around London. HTeaML aims to be a light-hearted affair in which attendees will learn all about the latest Web technologies, whilst at the same time enjoying some scrumptious tea, coffee, and cake. What more would you want from a […]
URL: https://hacks.mozilla.org/2011/07/hteaml-a-superbly-traditional-event-for-london-web-developers/

## 1354. Introducing BrowserID – easier and safer authentication on the web

*Autor: Desconocido | Fecha: 2011-07-21T01:24:47-07:00*

Resumen: Security on the web is more important than ever. Almost weekly reports of exploits of information and leaks into the public make it hard for a lot of people to trust the internet. One of the main annoyances is that every service expect us to have a login and password. As we use lots of […]
URL: https://hacks.mozilla.org/2011/07/introducing-browserid-easier-and-safer-authentication-on-the-web/

## 1355. Tilt: Visualize your Web page in 3D

*Autor: Desconocido | Fecha: 2011-07-20T08:18:33-07:00*

Resumen: Tilt is a Firefox extension that lets you visualize any web page DOM tree in 3D. It is being developed by Victor Porof (3D developer responsible with the Firefox extension itself), along with Cedric Vivier (creating a WebGL optimized equivalent to the privileged canvas.drawWindow, see #653656) and Rob Campbell (who first thought about creating a […]

URL: https://hacks.mozilla.org/2011/07/tilt-visualize-your-web-page-in-3d/

## 1356. HTML5 APIs – Where No Man Has Gone Before! – Presentation at Gotham JS

*Autor: Desconocido | Fecha: 2011-07-20T06:21:04-07:00*

Resumen: Last weekend I was in New York City to speak at the GothamJS conference and Mozilla also sponsored it. It was a nice event with about 200 attendees, taking place in the NYIT Auditorium on Broadway. The event was one-track with 8 speakers, and personally I always prefer when it's just one track for follow-up […]

URL: https://hacks.mozilla.org/2011/07/html5-apis-where-no-man-has-gone-before-presentation-at-gotham-js/

## 1357. Better docs, by who? You (Doc sprint August 12-13)

*Autor: Desconocido | Fecha: 2011-07-19T18:50:48-07:00*

Resumen: tl;dr: MDN doc sprint, August 12-13, online or at local meetups organized by you. Write docs, get swag. How does better documentation for JavaScript, CSS, HTML and other open web technologies come into existence? People like you write it. MDN Doc Center contains some great docs, but it can always be clearer, more comprehensive, and […]

URL: https://hacks.mozilla.org/2011/07/better-docs-by-who-you-doc-sprint-august-12-13/

## 1358. People of HTML5: Mr. Doob

*Autor: Desconocido | Fecha: 2011-07-19T11:01:30-07:00*

Resumen: HTML5 needs spokespeople to work. There are a lot of people out there who took on this role, and here at Mozilla we thought it is a good idea to introduce some of them to you with a series of interviews and short videos. The format is simple – we send the experts 10 questions […]

URL: https://hacks.mozilla.org/2011/07/people-of-html5-mr-doob/

## 1359. HTML5 Battles still to be won – a talk at Open Web Camp III

*Autor: Desconocido | Fecha: 2011-07-18T14:06:48-07:00*

Resumen: Last Saturday was the Open Web Camp at Stanford University in Palo Alto. Around 300 developers, designers and project managers signed up to hear up-to-date information about web technologies, accessibility and design. The event was free and, although it started very early for Silicon Valley standards, very well attended. Mozilla's contribution (other than being a […]

URL: https://hacks.mozilla.org/2011/07/html5-battles-still-to-be-won-a-talk-at-open-web-camp-iii/

## 1360. HTML5 and CSS3: Exploring Mobile Possibilities – presentation at London Ajax Mobile Event

*Autor: Desconocido | Fecha: 2011-07-18T06:36:56-07:00*

Resumen: In the beginning of July, I was attending and giving a presentation at the London Ajax Mobile Event about possibilities offered by HTML5 and CSS3 when it comes to developing

mobile web sites and applications. Short introduction of me Being my first post here at Mozilla Hacks, I thought I'd start by briefly introducing myself […]
URL: https://hacks.mozilla.org/2011/07/html5-and-css3-exploring-mobile-possibilities-presentation-at-london-ajax-mobile-event/

## 1361. Wiki Wednesday: July 13, 2011

*Autor: Desconocido | Fecha: 2011-07-13T11:44:15-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]
URL: https://hacks.mozilla.org/2011/07/wiki-wednesday-july-13-2011/

## 1362. Aurora 7 is here

*Autor: Desconocido | Fecha: 2011-07-07T12:32:18-07:00*

Resumen: Keeping up the pace with our new development cycle, today we release Aurora 7. Enjoy its new features and performance improvements: CSS "text-overflow: ellipsis", Navigation Timing API, reduced memory usage, a faster javascript parser, and the first steps of Azure, our new graphics API. text-overflow: ellipsis; It is now possible to get Firefox to display […]
URL: https://hacks.mozilla.org/2011/07/aurora7/

## 1363. Lights, Camera, Action! July Dev Derby is all about HTML5 Video!

*Autor: Desconocido | Fecha: 2011-07-01T14:16:04-07:00*

Resumen: Show off your coolest video hack in July's Mozilla Dev Derby! Moving pictures have always fascinated people. From the first zoetropes to the multi million dollar blockbusters of today – seeing things move grabs our attention as humans much better than any clever copy or imagery could. Video was alien to the web for a […]
URL: https://hacks.mozilla.org/2011/07/lights-camera-action-july-dev-derby-is-all-about-html5-video/

## 1364. Webinar: Deconstructing HTML5 video (The Spirit of Indiana Jones, Redux)

*Autor: Desconocido | Fecha: 2011-06-29T16:18:12-07:00*

Resumen: Update 2011-07-20: The video recording of this webinar is now available: On Thursday, July 14th, at 16:00 UTC, Chris Heilmann will give second in the (so far sporadic) Mozilla Developer Engagement webinar series, discussing syncing HTML5 video with Google maps, using his "Spirit of Indiana Jones" demo as an example. Chris has already blogged about […]
URL: https://hacks.mozilla.org/2011/06/webinar-deconstructing-html5-video/

## 1365. With the power of HTML5 – speaking at Converge SE in Columbia, SC

*Autor: Desconocido | Fecha: 2011-06-28T10:05:07-07:00*

Resumen: Last week the Converge SE conference in Columbia, South Carolina attracted about 400 designers, developers and product managers to attend workshops and hear keynotes about all that is new and great in web development. As you can see on the conference schedule the conference covered a lot of topics, ranging from building communities and providing […]
URL: https://hacks.mozilla.org/2011/06/with-the-power-of-html5/

## 1366. Rofox, a CSS3 Animations demo

*Autor: Desconocido | Fecha: 2011-06-27T07:01:29-07:00*

Resumen: Firefox 5 was released last week. This release comes with CSS3 Animations. Here is a demo made by Anthony Calzadilla. To illustrate what you can achieve with CSS3 Animations, we have been working on demo with Anthony Calzadilla (@acalzadilla), famous for his awesome Animation projects. Check out the demo on the Mozilla Demo Studio. And […]
URL: https://hacks.mozilla.org/2011/06/rofox-a-css3-animations-demo/


## 1367. Wiki Wednesday: June 22, 2011

*Autor: Desconocido | Fecha: 2011-06-22T09:33:51-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]
URL: https://hacks.mozilla.org/2011/06/wiki-wednesday-june-22-2011/


## 1368. Add-on SDK and the beta of Add-on Builder now available!

*Autor: Desconocido | Fecha: 2011-06-21T07:22:13-07:00*

Resumen: Firefox offers users complete control over the look and functionality of their Web browser with a gallery of hundreds of thousands of add-ons. With the launch of Add-on SDK and Add-on Builder Beta, web developers  need only knowledge of HTML, JavaScript and CSS to create great add-ons for Firefox that are restartless by default. The […]
URL: https://hacks.mozilla.org/2011/06/add-on-sdk-and-the-beta-of-add-on-builder-now-available/


## 1369. Firefox 5 is here

*Autor: Desconocido | Fecha: 2011-06-21T07:15:49-07:00*

Resumen: Today, three months after the release of Firefox 4, we release Firefox 5, thanks to our new development cycle. Developers will be able to create richer animations using CSS3 Animations. This release comes with various improvements, performance optimization and bug fixes. CSS3 Animations CSS Animations (check out the documentation) are a new way to create […]
URL: https://hacks.mozilla.org/2011/06/firefox5/


## 1370. JSMad – a JavaScript MP3 decoder

*Autor: Desconocido | Fecha: 2011-06-19T05:57:31-07:00*

Resumen: It always amazes me just how fast modern browsers and their JavaScript engines are. And how creative people get when trying to make things work inside a browser instead of relying on a plugin that our end users would have to install (and more importantly constantly keep up to date). The latest thing that make […]
URL: https://hacks.mozilla.org/2011/06/jsmad-a-javascript-mp3-decoder/


## 1371. HTML5 and the web of tomorrow – live from Web2Day in Nantes, France

*Autor: Desconocido | Fecha: 2011-06-17T09:50:59-07:00*

Resumen: I am currently here in Nantes, France at the Web2Day conference giving a talk on the topic of HTML5 and how it affects the audience (consisting of business people, startups, managers and a few developers. The slides of the talk are available Slideshare: The talk was streamed live via UStream and the recording is available […]

URL: https://hacks.mozilla.org/2011/06/html5-and-the-web-of-tomorrow-live-from-web2day-in-nantes-france/

## 1372. A Wall Powered by EventSource and Server-Sent Events

*Autor: Desconocido | Fecha: 2011-06-16T07:27:03-07:00*

Resumen: EventSource landed in Aurora 6. It is a new and simplified way to open long-lived connections to a server, and let the browser create events as the server streams messages to the client. It is also available in Chrome and Opera and there are fallback solutions for other browsers. Creating a wall/feed for a social […]

URL: https://hacks.mozilla.org/2011/06/a-wall-powered-by-eventsource-and-server-sent-events/

## 1373. Wiki Wednesday: June 15, 2011

*Autor: Desconocido | Fecha: 2011-06-15T12:01:12-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/06/wiki-wednesday-june-15-2011/

## 1374. People of HTML5 – Seb Lee Delisle

*Autor: Desconocido | Fecha: 2011-06-13T03:40:22-07:00*

Resumen: HTML5 needs spokespeople to work. There are a lot of people out there who took on this role, and here at Mozilla we thought it is a good idea to introduce some of them to you with a series of interviews and short videos. The format is simple – we send the experts 10 questions […]

URL: https://hacks.mozilla.org/2011/06/people-of-html5-seb-lee-delisle/

## 1375. Three(-way) cheers for the MDN doc sprint

*Autor: Desconocido | Fecha: 2011-06-08T14:42:46-07:00*

Resumen: Over the last three days, a group of Mozillians gathered in Cincinnati to eat N-way chili (and other cheese-laden dishes) and improve the MDN Documentation Center. This gathering was double the size of the first in-person doc sprint last October. The sprint followed after the Open Help conference, and shared time, space, food, and fun […]

URL: https://hacks.mozilla.org/2011/06/three-way-cheers-for-the-mdn-doc-sprint/

## 1376. Cross-domain WebGL textures disabled in Firefox 5

*Autor: Desconocido | Fecha: 2011-06-08T12:32:50-07:00*

Resumen: In Firefox 5, it is no longer possible to use cross-domain elements as the source for WebGL textures. We made this change in response to security concerns around the possibility of cross domain information leakage. Unfortunately, that means that some WebGL-using pages are no longer working. We are working with the WebGL WG on a […]

URL: https://hacks.mozilla.org/2011/06/cross-domain-webgl-textures-disabled-in-firefox-5/

## 1377. Wiki Wednesday: June 8, 2011

*Autor: Desconocido | Fecha: 2011-06-08T10:41:25-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical

intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]
URL: https://hacks.mozilla.org/2011/06/wiki-wednesday-june-8-2011/


## 1378. Mark Up : Beautiful Collaboration for the Open Web

*Autor: Desconocido | Fecha: 2011-06-08T09:03:28-07:00*

Resumen: (Cross posted from my personal blog). I'm happy to announce the launch of Mozilla's Mark Up, a 3D collaborative art project for the open Web. Get involved and make your "mark" for the world's largest resource. We Believe Mark Up is a site created for you to make a "mark" and stand in support of […]
URL: https://hacks.mozilla.org/2011/06/mark-up-beautiful-collaboration-for-the-open-web/


## 1379. Dev Derby – a monthly competition of demos using open technologies

*Autor: Desconocido | Fecha: 2011-06-07T17:10:26-07:00*

Resumen: Starting from June, Mozilla runs a monthly competition to showcase newest web technologies. In an international competition individuals can submit demos that show the world just how much is possible using open and free technologies in a modern browser. The Mozilla Dev Derby happens every month and revolves around a certain technology. A panel of […]
URL: https://hacks.mozilla.org/2011/06/dev-derby-a-monthly-competition-of-demos-using-open-technologies/


## 1380. Scratchpad Testday this Friday

*Autor: Desconocido | Fecha: 2011-06-07T12:22:50-07:00*

Resumen: Greetings Mozilla Hacks, I'm pleased to announce that this Friday, June 10th, 2011, Mozilla QA is organizing a testday for the newest developer tool for the open web: Scratchpad. If you do any development work whatsoever, we need your help testing and want your feedback on this tool. Please join us at any time between […]
URL: https://hacks.mozilla.org/2011/06/scratchpad-testday-this-friday/


## 1381. The <progress> element

*Autor: Desconocido | Fecha: 2011-06-06T09:04:48-07:00*

Resumen: The <progress> element just landed in Firefox Aurora (to be Firefox 6). As its name indicate, this element can be used to give visual clues of anything in progress on a Web page: a set of ressources being downloaded, a file being uploaded, a computing Web Worker, a WebGL scene being initialized… Following is a […]
URL: https://hacks.mozilla.org/2011/06/the-progress-element/


## 1382. Want to hack the news? Join the Knight-Mozilla news tech community

*Autor: Desconocido | Fecha: 2011-06-03T14:26:54-07:00*

Resumen: The 2011 Knight-Mozilla news tech challenge is drawing to a close on Sunday, June 5th. The Knight-Mozilla partnership, affectionately called "MoJo," is a program for hacks and hackers to pair up and develop fresh ideas for the news business. This is an opportunity to demonstrate your skills and harness the transformative potential of the open web. To […]
URL: https://hacks.mozilla.org/2011/06/want-to-hack-the-news-join-the-knight-mozilla-news-tech-community/


## 1383. Doom on the Web

*Autor: Desconocido | Fecha: 2011-06-03T07:00:15-07:00*

Resumen: Update: We had a doubt whether this port of the Open Source Doom respected its term of use. We decided to remove it from our Website before taking an informed and definitive decision. This is a guest post written by Alon Zakai. Alon is one of the Firefox Mobile developers, and in his spare time […]
URL: https://hacks.mozilla.org/2011/06/doom-on-the-web/

## 1384. Wiki Wednesday: June 1, 2011
*Autor: Desconocido | Fecha: 2011-06-01T11:26:26-07:00*
Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]
URL: https://hacks.mozilla.org/2011/06/wiki-wednesday-june-1-2011/

## 1385. Aurora 6 is here
*Autor: Desconocido | Fecha: 2011-05-30T07:17:19-07:00*
Resumen: What's new in Aurora 6? The most notable addition to this new Aurora are the <progress> element, window.matchMedia API, better APIs for binary data, Server-Sent Events as well as the return of WebSockets. Aurora 6 has been published last week and can be downloaded from firefox.com/channel. The <progress> element This element can be used to […]
URL: https://hacks.mozilla.org/2011/05/aurora-6-is-here/

## 1386. Wiki Wednesday: May 25, 2011
*Autor: Desconocido | Fecha: 2011-05-25T11:03:24-07:00*
Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]
URL: https://hacks.mozilla.org/2011/05/wiki-wednesday-may-25-2011/

## 1387. Firebug for Firefox5/Aurora? Get version 1.8!
*Autor: Desconocido | Fecha: 2011-05-25T01:32:14-07:00*
Resumen: Just a quick tip that if you are a developer and you lately upgraded Firefox4 to Firefox5 (or why not give Aurora a try?) it tells you that Firebug is not compatible and can't find an upgrade. However, there is a compatible version of Firebug (v1.8) available for you: get it here. Now you can […]
URL: https://hacks.mozilla.org/2011/05/firebug-for-firefox5aurora-get-version-1-8/

## 1388. Wiki Wednesday: May 11, 2011
*Autor: Desconocido | Fecha: 2011-05-11T11:23:52-07:00*
Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]
URL: https://hacks.mozilla.org/2011/05/wiki-wednesday-may-11-2011/

## 1389. MDN doc sprint, in-person and online, June 6 to 8

*Autor: Desconocido | Fecha: 2011-05-09T09:33:25-07:00*

Resumen: In just about one month, we'll be holding our next documentation sprint for Mozilla Developer Network, building on the success of recent sprints in April and January, and October of 2010. This will be the first sprint since October to have a planned in-person gathering. Our main topical focus continues to be open web technologies, […]

URL: https://hacks.mozilla.org/2011/05/mdn-doc-sprint-in-person-and-online-june-6-to-8/

## 1390. Advanced animations in Aurora with CSS3 Animations

*Autor: Desconocido | Fecha: 2011-05-09T07:32:09-07:00*

Resumen: Firefox 4 came with CSS3 Transitions (ability to animate CSS properties from an initial value to a final one). In Firefox Aurora, we are experimenting with CSS3 Animations: a more powerful way to animate your content with CSS. Defining the animation The first thing is to define the intermediary CSS values of the properties to […]

URL: https://hacks.mozilla.org/2011/05/advanced-animations-in-aurora-with-css3-animations/

## 1391. Wiki Wednesday: May 4, 2011

*Autor: Desconocido | Fecha: 2011-05-05T05:55:40-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/05/wiki-wednesday-may-4-2011/

## 1392. MDN Learning: A place to ratchet your Web development skills

*Autor: Desconocido | Fecha: 2011-05-02T15:17:52-07:00*

Resumen: If you're looking to improve your Web development skills, we have compiled some great resources from around the Web to help every level of developer dig into their favorite open Web technologies. Our new MDN Learning space serves as a starting point for anyone interested in learning more about Web development. While there is already […]

URL: https://hacks.mozilla.org/2011/05/mdn-learning-a-place-to-ratchet-your-web-development-skills/

## 1393. Firefox Aurora: Playing With Upcoming Features is Now Safe

*Autor: Desconocido | Fecha: 2011-04-29T07:32:48-07:00*

Resumen: Firefox Aurora is a preview of the next version of Firefox, released every six weeks. It provides a safe way to play with the latest Web technologies the Mozilla team is working on. What is Aurora? Aurora is a new preview version that fits between the Nightly builds and Betas: Firefox Nightly (firefox.com/channel) is released […]

URL: https://hacks.mozilla.org/2011/04/aurora/

## 1394. Wiki Wednesday: April 27, 2011

*Autor: Desconocido | Fecha: 2011-04-27T11:30:45-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/04/wiki-wednesday-april-27-2011/

## 1395. MarbleRun, an HTML5 Game

*Autor: Desconocido | Fecha: 2011-04-27T09:28:18-07:00*

Resumen: Take the HTML5 Canvas element, a Javascript library to do the physics (box2d), add a nice design, a social touch, and you have an awesome HTML5 Game called MarbleRun! MarbleRun was the winner of the last Mozilla Game On Challenge, among other exciting HTML5 games (check them out), and had been added to Web O' […]

URL: https://hacks.mozilla.org/2011/04/marblerun-an-html5-game/

## 1396. Fun with new technologies at the Firefox 4 launch party in London

*Autor: Desconocido | Fecha: 2011-04-25T06:19:12-07:00*

Resumen: For the Firefox 4 launch party in London, England we wanted to show off to the audience why it is such a big thing that we are moving leaps and bounds in the browser market. Here are the slides and notes explaining just how much fun we can have as developers these days if we […]

URL: https://hacks.mozilla.org/2011/04/fun-with-new-technologies-at-the-firefox-4-launch-party-in-london/

## 1397. Wiki Wednesday: April 20, 2011

*Autor: Desconocido | Fecha: 2011-04-20T10:43:19-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/04/wiki-wednesday-april-20-2011/

## 1398. Accessibility and web innovation – a constant struggle

*Autor: Desconocido | Fecha: 2011-04-18T07:57:32-07:00*

Resumen: I just came back from a small "accessibility tour" giving a talk about accessibility and web innovation in Stockholm, Sweden at Funkas Tillgänglighetsdagar and then in Paris at the W3Cafe meetup. In essence what I was musing about is that there is still a massive disconnect between accessibility and the development world. Accessibility is not […]

URL: https://hacks.mozilla.org/2011/04/accessibility-and-web-innovation-a-constant-struggle/

## 1399. Wiki Wednesday: April 13, 2011

*Autor: Desconocido | Fecha: 2011-04-13T11:45:05-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/04/wiki-wednesday-april-13-2011/

## 1400. How to resume a paused or broken file upload

*Autor: Desconocido | Fecha: 2011-04-08T10:39:12-07:00*

Resumen: This is a guest post written by Simon Speich. Simon is a web developer, believer in web standards and a lover of Mozilla since Mozilla 0.8 (!). Today, Simon is experimenting with the File API and the new Slice() method introduced in Firefox 4. Here is how he implements a resume upload feature in a […]

URL: https://hacks.mozilla.org/2011/04/resumeupload/

## 1401. Wiki Wednesday: April 6, 2011

*Autor: Desconocido | Fecha: 2011-04-06T11:09:10-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/04/wiki-wednesday-april-6-2011/

## 1402. Using client-side storage, today.

*Autor: Desconocido | Fecha: 2011-04-05T07:54:28-07:00*

Resumen: I recently tried to store locally the content of a form to make it resilient to inadvertent tab closing and crashes. Here is what I learned about the different ways to achieve client-side storage. Cookies can crumble Cookies are not a valid storage mean, as their size is limited to roughly 4000 characters (4KB) and […]

URL: https://hacks.mozilla.org/2011/04/using-client-side-storage-today/

## 1403. Another successful MDN doc sprint

*Autor: Desconocido | Fecha: 2011-04-03T18:21:49-07:00*

Resumen: While this weekend's documentation sprint was smaller than the previous one, it represented significant steps toward achieving the goal of making Mozilla Developer Network a comprehensive, usable, and accurate resource for everyone developing for the web. Eric Shepherd created and refined (and the rest of us began implementing) a format and related templates for browser […]

URL: https://hacks.mozilla.org/2011/04/another-successful-mdn-doc-sprint/

## 1404. Wiki Wednesday: March 30, 2011

*Autor: Desconocido | Fecha: 2011-03-30T13:15:20-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/03/wiki-wednesday-march-30-2011/

## 1405. The European MDN access snafu

*Autor: Desconocido | Fecha: 2011-03-29T10:22:23-07:00*

Resumen: Over the last couple of days, we had a problem come up that broke access to MDN documentation from Europe. I thought I'd share an explanation of what happened because it's a slightly interesting story, and our European users deserve to know. A few days ago, we started having a round of persistent spamming, with […]

URL: https://hacks.mozilla.org/2011/03/the-european-mdn-access-snafu/

## 1406. Firefox 4 for Mobile: Demos!

*Autor: Desconocido | Fecha: 2011-03-25T09:52:27-07:00*

Resumen: The Release Candidate for Firefox 4 for mobile (Maemo and Android) is out. If you want to see a quick overview of Firefox for Mobile, look at Madhava's post. Firefox 4 Desktop, Firefox 4 Mobile: same engine! And this is awesome! It means you will find the same feature in mobile and desktop: HTML5, CSS3 […]

URL: https://hacks.mozilla.org/2011/03/webowonder-mobile/

## 1407. The story of an Audio & WebGL Demo: No Comply

*Autor: Desconocido | Fecha: 2011-03-25T09:49:27-07:00*

Resumen: The audio team is made up of a group Mozilla volunteers who developed the Audio API and, most recently, a new generation of WebGL demos. This is the story of the development of the No Comply demo. In the fall, after finishing Flight of the Navigator, our team of audio and WebGL hackers was looking […]

URL: https://hacks.mozilla.org/2011/03/nocomply/

## 1408. Firefox 4 Demos: More 3D!

*Autor: Desconocido | Fecha: 2011-03-25T09:47:28-07:00*

Resumen: Firefox 4 is here! Yeah! And to celebrate the launch, we have released another round of demos on Web O' Wonder, with 3 awesome WebGL demos! (This new round also introduces mobile-specific demos, see this dedicated blog post). WebGL: It's 3D and Web Content together. Demo by Cédric Pinson and Guillaume Lecollinet. GlobeTweeter is a […]

URL: https://hacks.mozilla.org/2011/03/webowonder-3d/

## 1409. Help improve MDN docs: Sprint April 1-2

*Autor: Desconocido | Fecha: 2011-03-25T08:44:15-07:00*

Resumen: The last documentation sprint was so much fun, we couldn't wait to do it again. So we're holding another one next weekend, from April 1 at 14:00 UTC until April 2 at 23:59 UTC: This is a online sprint, meaning that people will participate from wherever they are, coordinating via IRC[1]. Please join us for […]

URL: https://hacks.mozilla.org/2011/03/help-improve-mdn-docs-sprint-april-1-2/

## 1410. Wiki Wednesday: March 23, 2011

*Autor: Desconocido | Fecha: 2011-03-23T13:36:47-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/03/wiki-wednesday-march-23-2011/

## 1411. Firebug 1.7 New Features

*Autor: Desconocido | Fecha: 2011-03-23T13:00:31-07:00*

Resumen: Firebug 1.7 with full support for Firefox 4 is out of the door and I can't miss this opportunity to describe some of the features introduced in this release. For those who don't follow Firebug blog and/or are not familiar with Firebug too much/not at all, let's start with some links leading to sources where […]

URL: https://hacks.mozilla.org/2011/03/firebug-1-7-new-features/

## 1412. Firefox 4 Performance

*Autor: Desconocido | Fecha: 2011-03-22T06:00:10-07:00*

Resumen: Dave Mandelin from the JS team and Joe Drew from the Graphics team summarize the key performance improvements in Firefox 4. The web wants fast browsers. Cutting-edge

HTML5 web pages play games, mash up and share maps, sound, and videos, show spreadsheets and presentations, and edit photos. Only a high-performance browser can do that. What […]

URL: https://hacks.mozilla.org/2011/03/firefox4-performance/

## 1413. Promoting the use of new web technologies in Lithuania

*Autor: Desconocido | Fecha: 2011-03-21T09:35:53-07:00*

Resumen: Last week around 2500 developers, designers, entrepreneurs and managers came to Vilnius, Lithuania to attend the fifth Login conference. Speakers included people from Nokia, Wired, Flattr.com (run by the founder of the Pirate Bay), Tate Modern and Amnesty international and the conference covered everything from viral video over web security and privacy up to bleeding […]

URL: https://hacks.mozilla.org/2011/03/promoting-the-use-of-new-web-technologies-in-lithuania/

## 1414. Wiki Wednesday: March 16, 2011

*Autor: Desconocido | Fecha: 2011-03-16T16:51:19-07:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/03/wiki-wednesday-march-16-2011/

## 1415. Firefox 4 Demos: Awesome CSS3 Planetarium

*Autor: Desconocido | Fecha: 2011-03-16T09:55:09-07:00*

Resumen: O hai pixel lovers! Check out this gorgeous CSS3 demo: Planetarium, by the LittleWorkshop team (@glecollinet & @whatthefranck). Screencast: Youtube link. Gorgeous Animations The principal feature show-cased in this demo is CSS3 Transitions. The animation between the welcome-screen and the planet-screen, and the animation between the different planets are powered by transitions. But there are […]

URL: https://hacks.mozilla.org/2011/03/css3-planetarium/

## 1416. Firefox 4 Demos: Runfield – a Canvas Game

*Autor: Desconocido | Fecha: 2011-03-16T09:54:41-07:00*

Resumen: Yeah! Another awesome demo in Web'o Wonder! With Hardware Acceleration and a fast JavaScript engine, the web platform is ready for Games. Runfield is an example. This HTML5 Game has been developed by Ilmari Heikkinen. It's based on Canvas 2D, and this game works on all the recent browsers. (small definition version here – Oh! […]

URL: https://hacks.mozilla.org/2011/03/runfield/

## 1417. The shortest image uploader – ever!

*Autor: Desconocido | Fecha: 2011-03-11T03:43:10-08:00*

Resumen: A couple of line of JavaScript. That's all you need. This is a very short Image Uploader, based on imgur.com API. If you want to do more complex stuff (like resize, crop, drawing, colors, …) see my previous post. Back-story. I've been talking to Imgur.com's owner (Hi Alan!). He recently added Drag'n Drop support to […]

URL: https://hacks.mozilla.org/2011/03/the-shortest-image-uploader-ever/

## 1418. Firefox 4 Demos: 3 new demos!

*Autor: Desconocido | Fecha: 2011-03-11T03:26:07-08:00*

Resumen: Firefox 4 RC is here! And as promised last week, more demos are coming on our Web O' Wonder website! Here is another round with 3 new demos. Take a look! 360° Video Navigate into a panoramic video. Try it yourself Source code Motivational Poster Editor Create your own motivationnal poster. Try it yourself Source […]

URL: https://hacks.mozilla.org/2011/03/webowonder-round/


## 1419. Mozilla at SXSW 2011

*Autor: Desconocido | Fecha: 2011-03-10T09:21:34-08:00*

Resumen: The South by Southwest Interactive conference is gearing up. It's one of the biggest events of the year for anyone working in interactive media, including this little thing we call the Web. Mozilla will be there, at sessions and events, so if you're going, please look for us. Also, check out Tantek's 2011 SXSW Packing […]

URL: https://hacks.mozilla.org/2011/03/mozilla-at-sxsw-2011/


## 1420. Wiki Wednesday: March 9, 2011

*Autor: Desconocido | Fecha: 2011-03-09T13:57:17-08:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/03/wiki-wednesday-march-9-2011/


## 1421. Show off your HTML5 skillz with Demo Studio!

*Autor: Desconocido | Fecha: 2011-03-08T15:38:53-08:00*

Resumen: Are you on the leading edge of Web technology? Do you want to show the world what you and the Web can do? New technologies introduced in the latest Web standards like HTML5 are enabling rich experiences on the Internet that were not possible even just a year ago. While many websites continue with the […]

URL: https://hacks.mozilla.org/2011/03/show-off-your-html5-skillz-with-demo-studio/


## 1422. Syncing page content with HTML5 video (a different kind of webinar)

*Autor: Desconocido | Fecha: 2011-03-08T12:22:13-08:00*

Resumen: If you've been around the software industry for a little while, you've probably attended at least a few "webinars", where someone does an online presentation, which you can watch and listen to in real time. You might be able to ask questions via a chat window, and if you're lucky, the presenter will select your […]

URL: https://hacks.mozilla.org/2011/03/syncing-page-content-with-html5-video/


## 1423. Upgrade your graphics drivers for best results with Firefox 4

*Autor: Desconocido | Fecha: 2011-03-07T11:04:13-08:00*

Resumen: Benoit Jacob from the platform engineering team has a blog post on how to best take advantage of hardware acceleration and WebGL in Firefox 4, namely: Upgrade your graphics drivers! Firefox 4 automatically disables the hardware acceleration and WebGL features if the graphics driver on your system has bugs that cause Firefox to crash. You […]

URL: https://hacks.mozilla.org/2011/03/upgrade-your-graphics-drivers-for-best-results-with-firefox-4/

## 1424. Firefox 4 Web Demos: announcing Web O' Wonder

*Autor: Desconocido | Fecha: 2011-03-03T11:00:08-08:00*

Resumen: Firefox 4 is almost here. Check out some awesome Web demos on our brand new demo web site: Web'O Wonder. Screencast here. Update: 3 more demos: https://hacks.mozilla.org/2011/03/webowonder-round/ Web 'O Wonder Firefox 4 is almost here, and comes with a huge list of awesome features for web developers. In order to illustrate all these new technical […]

URL: https://hacks.mozilla.org/2011/03/webowonder/

## 1425. History API changes in Firefox 4

*Autor: Desconocido | Fecha: 2011-03-02T15:25:28-08:00*

Resumen: This is a guest post by Jonas Sicking, one of the Gecko developers. As I'm sure you know we're getting ready to ship Firefox 4. And as you might know Firefox 4 includes the history API (which includes the pushState() and replaceState() methods) defined in HTML5. This API is also implemented in Safari and Chrome, […]

URL: https://hacks.mozilla.org/2011/03/history-api-changes-in-firefox-4/

## 1426. Wiki Wednesday: March 2, 2011

*Autor: Desconocido | Fecha: 2011-03-02T13:28:42-08:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

URL: https://hacks.mozilla.org/2011/03/wiki-wednesday-march-2-2011/

## 1427. Upcoming MDN doc sprints

*Autor: Desconocido | Fecha: 2011-02-28T15:15:02-08:00*

Resumen: After the huge success of our most recent documentation sprint for MDN, it seems too long to wait for the next planned sprint in June. So we're squeezing an extra sprint into the schedule, on the weekend of April 1st and 2nd. Mark your calendars: Specific starting and ending times will be determined soon, probably […]

URL: https://hacks.mozilla.org/2011/02/upcoming-mdn-doc-sprints/

## 1428. Finding harmony in web development – a talk at London Web

*Autor: Desconocido | Fecha: 2011-02-25T10:20:28-08:00*

Resumen: Last week I spoke at the London Web Meetup in London, England about a topic that is close to my heart: finding harmony as a group of professionals in web development. If you come from the outside of our little echo chamber and you see how developers communicate with each other and how we get […]

URL: https://hacks.mozilla.org/2011/02/finding-harmony-in-web-development-a-talk-at-london-web/

## 1429. Wiki Wednesday: February 23, 2011

*Autor: Desconocido | Fecha: 2011-02-23T10:03:01-08:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

## 1430. Update add-ons to enter Firefox 4 collection competition

*Autor: Desconocido | Fecha: 2011-02-22T16:10:05-08:00*

Resumen: Firefox 4 is just around the corner and the updated version of the Firefox API has been frozen for some time now. The Add-ons blog is reminding add-on developers to Update your add-on for Firefox 4. Add-ons that are compatible with Firefox 4 are eligible for a competition to be featured in a collection to […]

## 1431. Time to build a better web – a talk at Heart and Sole

*Autor: Desconocido | Fecha: 2011-02-19T04:47:41-08:00*

Resumen: A few weeks ago Portsmouth in England hosted the first Heart and Sole conference. This new conference had quite some appeal to me because of its nature: it was organised by local people who want to boost the web development market, it had rather unknown speakers who show a lot of great stuff online (and […]

## 1432. Wiki Wednesday: February 16, 2011

*Autor: Desconocido | Fecha: 2011-02-16T09:06:52-08:00*

Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]

## 1433. Multimedia on the web and using HTML5 sensibly

*Autor: Desconocido | Fecha: 2011-02-14T10:52:41-08:00*

Resumen: Last week I went to the London Ajax User Meetup in London, England to deliver two talks about HTML5. One was a re-run of a talk I gave at MIT about Multimedia on the web and the second was a call to arms to use HTML5 sensibly. You can go over to Skillsmatter web site […]

## 1434. Jolicloud – a web standards based OS

*Autor: Desconocido | Fecha: 2011-02-11T06:18:44-08:00*

Resumen: Seeing what other people do in an audience at a conference can be interesting. When waiting for the next talk in the incredibly claustrophobic seats at FOSDEM last week I saw something that got my attention: the Desktop of an operating system being debugged using a web inspector: Turns out, the guys doing that are […]

## 1435. People of HTML5 – John Foliot

*Autor: Desconocido | Fecha: 2011-02-10T02:55:21-08:00*

Resumen: HTML5 needs spokespeople to work. There are a lot of people out there who took on this role, and here at Mozilla we thought it is a good idea to introduce some of them to you with

a series of interviews and short videos. The format is simple – we send the experts 10 questions […]
URL: https://hacks.mozilla.org/2011/02/people-of-html5-john-foliot/


## 1436. Wiki Wednesday: February 9, 2011
*Autor: Desconocido | Fecha: 2011-02-09T10:13:13-08:00*
Resumen: Here are today's Wiki Wednesday articles! If you know about these topics, please try to find a few minutes to look over these articles that are marked as needing technical intervention and see if you can fix them up. You can do so either by logging into the wiki and editing the articles directly, or […]
URL: https://hacks.mozilla.org/2011/02/wiki-wednesday-february-9-2011/


## 1437. Introducing Wiki Wednesdays
*Autor: Desconocido | Fecha: 2011-02-08T12:04:00-08:00*
Resumen: The Mozilla Developer Network web site has a ton of documentation. A lot of it is really good. However, we have a significant number of articles that could use some help from the experts. To that end, we're introducing Wiki Wednesday. Each Wednesday, we'll post a very short list of articles that need technical help. […]
URL: https://hacks.mozilla.org/2011/02/introducing-wiki-wednesdays/


## 1438. HTML5 at FOSDEM2011 – Oven Fresh Web Tech means Kernel folk
*Autor: Desconocido | Fecha: 2011-02-07T14:42:03-08:00*
Resumen: I just returned from my first ever FOSDEM conference in Brussels, Belgium – a hard-core open source conference with more Linux Distros and amazing open source software packages being showcased that I could take in (although this might also be because of the fact that the conference served beer all day). The free conference attracts […]
URL: https://hacks.mozilla.org/2011/02/html5-at-fosdem2011-oven-fresh-web-tech-means-kernel-folk/


## 1439. An interesting way to determine if you are logged into social web sites
*Autor: Desconocido | Fecha: 2011-02-03T16:24:54-08:00*
Resumen: Do you remember the trick how to find out that you went to certain web sites by analysing link colour (now patched in Firefox)? There is much your browser tells about you if you just create a few HTML elements. Mike Cardwell has found an interesting way to detect if you are logged into social […]
URL: https://hacks.mozilla.org/2011/02/an-interesting-way-to-determine-if-you-are-logged-into-social-web-sites/


## 1440. MDN doc sprint was a huge success
*Autor: Desconocido | Fecha: 2011-01-30T23:31:15-08:00*
Resumen: More than 30 contributors from at least a dozen countries, touching approximately 300 documentation pages. Those are the results from the documentation sprint that started Friday, January 28 at 14:00 UTC. While the sprint was scheduled to end at midnight UTC on Saturday, some participants were still making updates on Sunday. This sprint provided a […]
URL: https://hacks.mozilla.org/2011/01/mdn-doc-sprint-was-a-huge-success/


## 1441. People of HTML5 – Rob Hawkes
*Autor: Desconocido | Fecha: 2011-01-27T02:08:00-08:00*

Resumen: HTML5 needs spokespeople to work. There are a lot of people out there who took on this role, and here at Mozilla we thought it is a good idea to introduce some of them to you with a series of interviews and short videos. The format is simple – we send the experts 10 questions […]

URL: https://hacks.mozilla.org/2011/01/people-of-html5-rob-hawkes/


## 1442. ECMAScript 5 strict mode in Firefox 4

*Autor: Desconocido | Fecha: 2011-01-25T08:37:24-08:00*

Resumen: Editor's note: This article is posted by Chris Heilmann but authored by Jeff Walden – credit where credit is due. Developers in the Mozilla community have made major improvements to the JavaScript engine in Firefox 4. We have devoted much effort to improving performance, but we've also worked on new features. We have particularly focused […]

URL: https://hacks.mozilla.org/2011/01/ecmascript-5-strict-mode-in-firefox-4/


## 1443. Simple HTML5 video encoding with vid.ly – interview, first impressions and invite code

*Autor: Desconocido | Fecha: 2011-01-24T13:24:45-08:00*

Resumen: Today encoding.com released a new service called vid.ly which is not yet another URL shortener, but actually a very impressive service for converting video. One of the biggest annoyance of using HTML5 video is to convert your movie to various formats supported by different browsers. Vid.ly does this job for you: it converts the video […]

URL: https://hacks.mozilla.org/2011/01/simple-html5-video-encoding-with-vid-ly-interview-first-impressions-and-invite-code/


## 1444. Write some docs, get an MDN t-shirt

*Autor: Desconocido | Fecha: 2011-01-21T14:12:13-08:00*

Resumen: As I mentioned in my post about ways you can help improve MDN in 2011, we are holding a virtual sprint to write documentation on MDN next week, January 28 to 29. "Virtual" means that there will not be an in-person meeting, but rather people will participate from wherever they are, discussing what we're doing […]

URL: https://hacks.mozilla.org/2011/01/write-some-docs-get-an-mdn-t-shirt/


## 1445. Zooming and rotating for video in HTML5 and CSS3

*Autor: Desconocido | Fecha: 2011-01-19T02:52:38-08:00*

Resumen: The source of the code examples in this post is available on GitHub and you can see the demo in action. There are dozens of video players that allow you to do all the normal things with videos: play, pause, jump to a certain time and so on. More advanced ones also allow you to […]

URL: https://hacks.mozilla.org/2011/01/zooming-and-rotating-for-video-in-html5-and-css3/


## 1446. Talking about HTML5 games development at MIT in Boston

*Autor: Desconocido | Fecha: 2011-01-17T05:40:02-08:00*

Resumen: As part of our university outreach programme, a few Mozilla people and volunteers went to Boston last week to give a series of lectures on web technologies for games development. During the week we covered topics like WebGL for 3D development, basics of JavaScript, debugging and performance, canvas development, offline development and local storage and […]

## 1447. Firefox 4 Beta 9 – a huge pile of awesome

*Autor: Desconocido | Fecha: 2011-01-14T11:47:06-08:00*

Resumen: Hello, and welcome to the post for Firefox 4 beta 9. If you're reading this then you're interested in what we've got coming down the pipe for the latest beta for the wonderful browser known as Firefox 4. We're starting to reach the end of our development cycle for the next release of Firefox and […]

## 1448. IndexedDB in Firefox 4

*Autor: Desconocido | Fecha: 2011-01-12T10:48:59-08:00*

Resumen: This is a guest post from Ben Turner, one of the developers of IndexedDB for Firefox. Mozilla is pleased to announce support for IndexedDB in the upcoming Firefox 4 Beta 9 and recent trunk nightlies. IndexedDB allows web apps to store large amounts of data on your local system (with your explicit permission, of course) […]

## 1449. People of HTML5 – Remy Sharp

*Autor: Desconocido | Fecha: 2011-01-11T03:27:25-08:00*

Resumen: HTML5 needs spokespeople to work. There are a lot of people out there who took on this role, and here at Mozilla we thought it is a good idea to introduce some of them to you with a series of interviews and short videos. The format is simple – we send the experts 10 questions […]

## 1450. Help improve MDN in 2011

*Autor: Desconocido | Fecha: 2011-01-10T11:58:51-08:00*

Resumen: (That headline would have sounded cooler a year ago. Oh well.) In various conversations about the developer documentation on MDN, with people both within the Mozilla community and on the "outside", I've discovered two common themes: Some people don't know that MDN is a wiki that they could contribute to. Many people think that writing […]

## 1451. HTML5 Guitar Tab Player with the Firefox 4 Audio Data API

*Autor: Desconocido | Fecha: 2011-01-07T09:55:19-08:00*

Resumen: Greg Jopa, an Illinois State University grad student studying web development, built a web-based guitar tab player using Firefox's Audio Data API and Vexflow (HTML5 music notation rendering API). Here is some details from Greg. You can also read more about this experiment on his blog. I created a mashup using the Firefox 4 Audio […]

## 1452. People of HTML5 – Bruce Lawson

*Autor: Desconocido | Fecha: 2011-01-06T04:10:32-08:00*

Resumen: Leggi la traduzione in italiano HTML5 needs spokespeople to work. There are a lot of people out there who took on this role, and here at Mozilla we thought it is a good idea to

introduce some of them to you with a series of interviews and short videos. The format is simple – we […]
URL: https://hacks.mozilla.org/2011/01/people-of-html5-bruce-lawson/

## 1453. How to develop a HTML5 Image Uploader
*Autor: Desconocido | Fecha: 2011-01-05T03:40:16-08:00*
Resumen: HTML5 comes with a set of really awesome APIs. If you combine these APIs with the <canvas> element, you could create a super/modern/awesome Image Uploader. This article shows you how. All these tips work well in Firefox 4. I also describe some alternative ways to make sure it works on Webkit-based browsers. Most of these […]
URL: https://hacks.mozilla.org/2011/01/how-to-develop-a-html5-image-uploader/

## 1454. Firefox 4 Beta: Latest Update is Here, with WebGL
*Autor: Desconocido | Fecha: 2010-12-22T12:41:09-08:00*
Resumen: The new Firefox 4 Beta is here, and comes with WebGL activated by default. You can download this new beta here: http://firefox.com/beta. Flight of the Navigator is a WebGL + Audio API demo developed by a team of Mozilla volunteers. You can see the demo online here (you need a WebGL compatible browser). More information […]
URL: https://hacks.mozilla.org/2010/12/firefox4b8/

## 1455. A call for quality HTML5 demo markup
*Autor: Desconocido | Fecha: 2010-12-19T13:32:29-08:00*
Resumen: HTML5 is a necessary evolution to make the web better. Before the HTML5 specs were created we used (and still use) a hacked together bunch of systems meant for describing and linking documents to create applications. We use generic elements to simulate rich interaction modules used in desktop development and we make assumptions as to […]
URL: https://hacks.mozilla.org/2010/12/a-call-for-quality-html5-demo-markup/

## 1456. Spirit of Indiana (Jones) – syncing HTML5 Video with Maps
*Autor: Desconocido | Fecha: 2010-12-16T07:24:16-08:00*
Resumen: I've always been a big fan of the travel/flight sequences in the Indiana Jones movies and judging by the amount of copy attempts on YouTube I am not alone in this. As I don't own any video editing software I thought it should be possible to create the same effect with web technologies and Google […]
URL: https://hacks.mozilla.org/2010/12/spirit-of-indiana-jones-syncing-html5-video-with-maps/

## 1457. Enter the Firefox Mobile Add-ons Cup
*Autor: Desconocido | Fecha: 2010-12-15T11:19:45-08:00*
Resumen: This is a cross-post from the mobile team to invite web developers interested in mobile or add-ons to participate in the Mobile Add-ons Cup. The Firefox Mobile Add-ons Cup has arrived! Develop a mobile add-on for Firefox and showcase your innovation to millions of mobile users. We're looking for compatible and innovative add-ons to extend […]
URL: https://hacks.mozilla.org/2010/12/enter-the-firefox-mobile-add-ons-cup/

## 1458. WebSocket disabled in Firefox 4
*Autor: Desconocido | Fecha: 2010-12-08T13:00:50-08:00*

Resumen: Recent discoveries found that the protocol that Websocket works with is vulnerable to attacks. Adam Barth demonstrated some serious attacks against the protocol that could be used by an attacker to poison caches that sit in between the browser and the Internet. This is a serious threat to the Internet and Websocket and not a […]
URL: https://hacks.mozilla.org/2010/12/websockets-disabled-in-firefox-4/


## 1459. Delivering the good message of local storage
*Autor: Desconocido | Fecha: 2010-12-06T18:21:03-08:00*
Resumen: As you might know there are an incredible amount of advent calendar blogs out at the moment each delivering one cool article for each day of December until Christmas. Today (6/12/11) two calendar blogs delivered an article of mine talking about the benefits of using local storage in browsers and how to implement it. You […]
URL: https://hacks.mozilla.org/2010/12/delivering-the-good-message-of-local-storage/


## 1460. Add-on Con 2010
*Autor: Desconocido | Fecha: 2010-12-03T19:19:06-08:00*
Resumen: This is a cross-post from Dan Horner of our Add-ons team, who would like to invite any web developers interested in Add-ons and browser extensions in general to Add-on Con. Hi All – wanted to use my first post on the Mozilla Developer Network blog to remind you all about Add-on Con which is taking […]
URL: https://hacks.mozilla.org/2010/12/add-on-con-2010/


## 1461. It's all about web developers!
*Autor: Desconocido | Fecha: 2010-11-30T12:23:28-08:00*
Resumen: Ever wonder which industries have the most web developers? Do you know how many people develop for the web on Linux? Are there more web designers out there than web developers? Where do web developers hang out and what do they think of the resources out there today? Which JavaScript library is the most popular? […]
URL: https://hacks.mozilla.org/2010/11/its-all-about-web-developers/


## 1462. Firefox 4: HTML5 Forms
*Autor: Desconocido | Fecha: 2010-11-11T09:00:46-08:00*
Resumen: Firefox 4 will come with better support for HTML5 forms. In the latest beta we are experimenting with a set of new features: more inputs types (email, url, tel, search), new attributes (placeholder, autofocus, list), decoupled forms and different validation mechanisms. This is thanks mostly to the hard work of Mounir Lamouri. Some examples will […]
URL: https://hacks.mozilla.org/2010/11/firefox-4-html5-forms/


## 1463. Firefox 4: OpenType font feature support
*Autor: Desconocido | Fecha: 2010-11-09T18:32:30-08:00*
Resumen: When @font-face support was introduced in Firefox 3.5, web authors were suddenly given a way of dramatically enhancing the typography used on their sites. With all major browsers slated to soon support WOFF fonts offered by many font vendors, the range of fonts available on the web is far wider than it was just two […]
URL: https://hacks.mozilla.org/2010/11/firefox-4-font-feature-support/

## 1464. audio data API – audio generation demo

*Autor: Desconocido | Fecha: 2010-10-31T20:18:55-07:00*

Resumen: At BarCamp Bankgkok 4, 16 year-old programmer, Thai Pangsakulyanont, did an awesome presentation (that I now know he hacked together in 2 hours before the presentation) on the Audio Data API in Firefox 4: audio generation demo. Simply, the demo uses the mouse button for a crash cymbal, mouse actions as an arpeggiator, and the […]

URL: https://hacks.mozilla.org/2010/10/audio-data-api-audio-generation-demo/

## 1465. PromoteJS – A Worldwide Call For Improving JS Documentation Visibility

*Autor: Desconocido | Fecha: 2010-10-12T15:20:53-07:00*

Resumen: This is a guest blog post by Chris Williams, the curator of JSConf. We are proud to support the PromoteJS campaign and hope everyone will join us to improve JS docs and make the MDN a better place for all web developers. PromoteJS – A Worldwide Call For Improving JS Documentation Visibility JS is not […]

URL: https://hacks.mozilla.org/2010/10/promotejs-a-worldwide-call-for-improving-js-documentation-visibility/

## 1466. Web Standards Doc Sprint — Finis!

*Autor: Desconocido | Fecha: 2010-10-11T08:56:48-07:00*

Resumen: For the past three days, a small group of Mozillians met in Paris and, instead of enjoying the beautiful warm weather, insanely stayed inside and wrote documentation on web standards for the Mozilla Developer Network. We worked in the Mozilla Paris office on Saturday and Sunday, and then on Monday moved to La Cantine, around […]

URL: https://hacks.mozilla.org/2010/10/web-standards-doc-sprint-finis/

## 1467. MDN Documentation Sprint for Web Standards

*Autor: Desconocido | Fecha: 2010-10-01T14:51:52-07:00*

Resumen: The weekend of October 9 to 11, we are holding our first ever documentation sprint, at the Mozilla Paris office. A documentation sprint is like a code sprint or hackfest, except that the focus is on writing docs instead of on writing code. In this case, the specific focus is documentation on the Mozilla Developer […]

URL: https://hacks.mozilla.org/2010/10/mdn-documentation-sprint-for-web-standards/

## 1468. Firefox 4: recent changes in Firefox

*Autor: Desconocido | Fecha: 2010-09-20T04:21:11-07:00*

Resumen: I've been really busy these days, and I didn't have a chance to keep you updated, and a lot happened: Javascript Release of Jägermonkey, Firefox new Javascript engine Release of Kraken, a new browser benchmark SpiderMonkey JSON change: trailing commas no longer accepted New ES5 strict mode support, see the restrictions Hardware acceleration, how to […]

URL: https://hacks.mozilla.org/2010/09/firefox-4-recent-changes-in-firefox/

## 1469. Are you a web developer or designer?

*Autor: Desconocido | Fecha: 2010-09-14T15:11:44-07:00*

Resumen: If you are a web developer or designer, we can use your input. After gaining some great insights from our previous survey on Firefox 3.6 and Firebug 1.5, we have decided to go broader and get a better industry-wide snapshot of web developers. We have created a new survey in our continued effort to better […]

URL: https://hacks.mozilla.org/2010/09/are-you-a-web-developer-or-designer/

## 1470. Final User Agent String for Firefox 4
*Autor: Desconocido | Fecha: 2010-09-09T11:45:17-07:00*
Resumen: With a title like that, you just know this is going to be fun. (No, seriously.) The user agent string is one of those wonderfully eclectic things, a balance of modernity and antiquity. Except mostly skewed toward antiquity. It's grown, piece by piece, over the years; because everyone has their own special way of parsing […]
URL: https://hacks.mozilla.org/2010/09/final-user-agent-string-for-firefox-4/

## 1471. Firefox 4: hardware acceleration
*Autor: Desconocido | Fecha: 2010-09-07T10:55:28-07:00*
Resumen: Editor's note: If you've arrived here via the Mozilla Support site because you are exploring advanced settings or having frequent crashes at startup, this probably isn't the right solution. It's been a few years since Firefox 4 was released and this post was written. You might want to visit this Troubleshooting page instead. What is […]
URL: https://hacks.mozilla.org/2010/09/hardware-acceleration/

## 1472. Firefox 4 Beta: Latest update is here — what's in it for web developers?
*Autor: Desconocido | Fecha: 2010-09-07T08:06:17-07:00*
Resumen: The latest Firefox 4 Beta has just been released. Here is a quick overview of the new features for web developers. Hardware acceleration for Windows Vista/7 (via Direct2D) has been activated. Demo and explanations are in a previous post (see screencast below). The Audio Data API is now available. See David's blog post (see screencast […]
URL: https://hacks.mozilla.org/2010/09/firefox4beta5/

## 1473. Introducing the new MDN website
*Autor: Desconocido | Fecha: 2010-08-27T15:53:30-07:00*
Resumen: This week, Mozilla unveiled the newly redesigned Mozilla Developer Network, the latest incarnation of MDC. The website has evolved over the years and we recently decided to change the name from Mozilla Developer Center to the Mozilla Developer Network (MDN) to better reflect the developer segments that make up our community and provide a better […]
URL: https://hacks.mozilla.org/2010/08/introducing-the-new-mdn-website/

## 1474. Firefox 4: HTTP Strict Transport Security (force HTTPS)
*Autor: Desconocido | Fecha: 2010-08-26T10:33:29-07:00*
Resumen: This article is about a new HTTPS header: Strict-Transport-Security, which force a website to be fetched through HTTPS. This feature will be part of Firefox 4. How do you type URLs? Do you prefix them with http:// or https:// systematically? Or do you just type example.com and let your browser add http://, like most of […]
URL: https://hacks.mozilla.org/2010/08/firefox-4-http-strict-transport-security-force-https/

## 1475. Firefox 4: Drawing arbitrary elements as backgrounds with -moz-element
*Autor: Desconocido | Fecha: 2010-08-24T13:44:15-07:00*
Resumen: This is a guest post by Markus Stange. Markus usually works on the Firefox Mac theme implementation, but this time he went on a small side trip through the Gecko layout engine in order to implement -moz-element. In Firefox Beta 4 we're introducing a new extension to the CSS background-image property: the ability to draw […]
URL: https://hacks.mozilla.org/2010/08/mozelement/

## 1476. Firefox 4 Beta: Latest Update is Here – what's in for web developers?

*Autor: Desconocido | Fecha: 2010-08-24T13:05:52-07:00*

Resumen: The latest Firefox 4 Beta has just been released (get it here). This beta comes with hundreds of bug fixes, Firefox Sync and Firefox Panorama. Here is a quick overview of the new features for web developers. Firefox now supports the HTML5 video "buffered" property; HTML5 video "autobuffer" has been replaced with "preload"; An experimental […]
URL: https://hacks.mozilla.org/2010/08/firefox4beta4/

## 1477. HTML5 Video preload attribute supported in Firefox 4, autobuffer attribute removed

*Autor: Desconocido | Fecha: 2010-08-24T07:22:49-07:00*

Resumen: This is a re-post from Chris Pearce's blog. To comply with the HTML5 specification, we replaced the autobuffer attribute with the tri-state preload attribute. We encourage you to update your code. See the documention on MDC. Late last week I landed support on Firefox trunk for the HTML5 video 'preload' attribute. This replaces the 'autobuffer' […]
URL: https://hacks.mozilla.org/2010/08/video_preload_attribute/

## 1478. HTML5 video 'buffered' property available in Firefox 4

*Autor: Desconocido | Fecha: 2010-08-19T15:00:08-07:00*

Resumen: Support for the HTML5 video 'buffered' property has landed in Firefox, we can now accurately determine which time-segments of a video we can play and seek into without needing to pause playback to download more data.
URL: https://hacks.mozilla.org/2010/08/html5-video-buffered-property-available-in-firefox-4/

## 1479. Help us to make Firefox 4 better: How to open a bug

*Autor: Desconocido | Fecha: 2010-08-19T10:24:56-07:00*

Resumen: If you run Firefox Beta or Firefox nightlies, you will probably run into some issues. Reporting these bugs and crashes will help us to make sure the user experience is better for all Firefox 4 users. Marcia Knous is part of the Firefox QA team. Because reporting a good bug is not that easy but […]
URL: https://hacks.mozilla.org/2010/08/help-us-to-make-firefox-4-better-how-to-open-a-bug/

## 1480. More efficient Javascript animations with mozRequestAnimationFrame

*Autor: Desconocido | Fecha: 2010-08-16T05:15:54-07:00*

Resumen: This is a re-post from Robert O'Callahan's blog. <b>mozRequestAnimationFrame</b> is an experimental API to make Javascript animations more efficient. We do not guarantee to support it forever, and I wouldn't evangelize sites to depend on it. We've implemented it so that people can experiment with it and we can collect feedback. At the same time […]
URL: https://hacks.mozilla.org/2010/08/more-efficient-javascript-animations-with-mozrequestanimationframe/

## 1481. Firefox 4 Beta: Latest Update is Here – Experimenting With Multi-touch

*Autor: Desconocido | Fecha: 2010-08-11T11:00:34-07:00*

Resumen: The latest Firefox 4 Beta has just been released (get it here). This beta comes with hundreds of bug fixes, improvements and multi-touch support for Windows 7 (see the release notes here). This article is about multi-touch support. Felipe Gomes is working on bringing multi-touch support to web content. In this latest beta, we are […]
URL: https://hacks.mozilla.org/2010/08/firefox4-beta3/

## 1482. Fun With Fast JavaScript

*Autor: Desconocido | Fecha: 2010-08-02T12:07:47-07:00*

Resumen: This post is by Vladimir Vuki vPvi r  æB —2  &R× ÷7B g&öÒ †—2  W'6öæ Â peblog. Fast JavaScript is a cornerstone of the modern web. In the past, application authors had to wait for browser developers to implement any complex functionality in the browser itself, so that they could access it from script code. Today, many of […]

URL: https://hacks.mozilla.org/2010/08/fun-with-fast-javascript/

## 1483. Foxkeh's Wallpaper Creator: practical SVG application

*Autor: Desconocido | Fecha: 2010-07-29T19:42:19-07:00*

Resumen: When we make graphical web applications, we may use Canvas and SVG. Comparing SVG with Canvas, SVG is suitable to make applications with these features: use large images with smooth lines (SVG is vector graphics) edit size, position, shape or colors of images (easy to change) clip, mask or filter images (SVG supports these features) […]

URL: https://hacks.mozilla.org/2010/07/foxkehs-wallpaper-creator-practical-svg-application/

## 1484. Firefox 4 Beta 2 is here – Welcome CSS3 transitions

*Autor: Desconocido | Fecha: 2010-07-27T12:34:41-07:00*

Resumen: As we have explained before, Mozilla is now making more frequent updates to our beta program. So here it is, Firefox Beta 2 has just been released, 3 weeks after Beta 1. Firefox 4 Beta 1 already brought a large amount of new features (see the Beta 1 feature list). So what's new for web […]

URL: https://hacks.mozilla.org/2010/07/firefox4-beta2/

## 1485. Brendan Eich at JSConf 2010 – what's coming in ECMAScript 5 and more

*Autor: Desconocido | Fecha: 2010-07-19T10:28:19-07:00*

Resumen: Note: We at Mozilla wholeheartedly approve of Brendan's use of Bruce Campbell.

URL: https://hacks.mozilla.org/2010/07/brendan-eich-at-jsconf-2010-whats-coming-in-ecmascript-5-and-more/

## 1486. Firefox 4 – FormData and the new File.url object

*Autor: Desconocido | Fecha: 2010-07-07T18:58:20-07:00*

Resumen: This is a guest post from Jonas Sicking, who does much of the work inside of Gecko on content facing features. He covers FormData, which we've talked about before, but shows how it can connect to an important part of the File API we've added for Firefox 4: File.url. In Firefox 4 we're continuing to […]

URL: https://hacks.mozilla.org/2010/07/firefox-4-formdata-and-the-new-file-url-object/

## 1487. Firefox 4 beta 1 is here – what's in it for web developers?

*Autor: Desconocido | Fecha: 2010-07-01T15:33:14-07:00*

Resumen: Today we're releasing the first beta-quality version of Firefox 4, which starts us down the path to a final release of Firefox 4. We're handling this beta differently than we've done other releases. In previous betas we've made milestone-like releases. For this beta we'll be making more frequent updates during the beta program. So if […]

URL: https://hacks.mozilla.org/2010/07/firefox-4-beta-1-is-here-whats-in-it-for-web-developers/

## 1488. Help us set priorities for docs

Resumen: We'd like to get your input on where to focus documentation efforts on MDN. There are all kinds of topics that need to be written, updated, or improved — so where should we start? What do you need most? Give your input via the MDN Dev Doc Priorities forum. You can vote on and comment […]
URL: https://hacks.mozilla.org/2010/07/help-us-set-priorities-for-docs/

## 1489. Results from our Developer Survey #2

Resumen: To follow up on the developer survey from last November, we did a second survey this past March after the releases of Firefox 3.6 and Firebug 1.5 to gauge developer reactions to the latest features in the browser and a much improved version of everyone's favorite developer tool. In this post we'll share the results of […]
URL: https://hacks.mozilla.org/2010/06/results-from-our-developer-survey-2/

## 1490. HTML5 adoption stories: box.net and html5 drag and drop

Resumen: This is a guest post from Tomas Barreto, a developer who works at box.net. They recently adopted HTML5 drag and drop as a way to share files with other people using new features in Firefox. The included video is a pitch for the feature and service, but shows how easy it is to do simple […]
URL: https://hacks.mozilla.org/2010/06/html5-adoption-stories-box-net-and-html5-drag-and-drop/

## 1491. Firefox 4: CSS3 calc()

Resumen: This article describes the CSS3 calc() value. This feature hasn't landed yet in any Firefox tree but work to implement it is underway. Firefox will support the CSS calc() value, which lets you compute a length value using an arithmetic expression. This means you can use it to define the sizes of divs, the values […]
URL: https://hacks.mozilla.org/2010/06/css3-calc/

## 1492. Firefox 4: An early walk-through of IndexedDB

Resumen: Web developers already have localStorage, which is used for client side storage of simple key-value pairs. This alone doesn't address the needs of many web applications for structured storage and indexed data. Mozilla is working on a structured storage API with indexing support called IndexedDB, and we will have some test builds in the next […]
URL: https://hacks.mozilla.org/2010/06/comparing-indexeddb-and-webdatabase/

## 1493. Beyond HTML5: Database APIs and the Road to IndexedDB

Resumen: IndexedDB is an evolving web standard for the storage of significant amounts of structured data in the browser and for high performance searches on this data using indexes. Mozilla has submitted substantial technical feedback on the specification, and we plan to implement it in Firefox 4. We spoke to prominent web developers about evolving an […]
URL: https://hacks.mozilla.org/2010/06/beyond-html5-database-apis-and-the-road-to-indexeddb/

## 1494. upcoming changes to the viewport meta tag for firefox mobile

*Autor: Desconocido | Fecha: 2010-05-27T09:59:03-07:00*

Resumen: This is a guest post by Matt Brubeck who works on the Firefox Mobile team. The upcoming release of Mobile Firefox (Fennec) 1.1 features improved support for the <meta name="viewport"> tag. Previous version of Fennec supported the width, height, and initial-scale viewport properties, but had problems with some sites designed for iPhone and Android browsers. […]

URL: https://hacks.mozilla.org/2010/05/upcoming-changes-to-the-viewport-meta-tag-for-firefox-mobile/

## 1495. Fast JavaScript and Audio: Speech Synthesis in Your Browser

*Autor: Desconocido | Fecha: 2010-05-26T10:31:27-07:00*

Resumen: If you haven't been keeping track of David Humphrey's work to bring audio manipulation to Firefox, you're missing out. He's made an update post with a huge number of demos, requiring some of the most recent advances in JavaScript found in Firefox – binary arrays, super-fast tracing-based FFT analysis, etc. This was my favorite bit […]

URL: https://hacks.mozilla.org/2010/05/fast-javascript-and-audio-speech-synthesis-in-your-browser/

## 1496. Firefox 4: Better performance with Lazy Frame Construction

*Autor: Desconocido | Fecha: 2010-05-26T02:51:56-07:00*

Resumen: This is a re-post from Timothy Nikkel's blog. Lazy Frame Construction is new to Gecko and allows many DOM operations (appendChild, insertBefore, etc) to not trigger immediate reflows. This can vastly improve the interactive performance of very complex web pages. If you want to test this out, you should get a Firefox Nightly. Lazy frame […]

URL: https://hacks.mozilla.org/2010/05/better-performance-with-lazy-frame-construction/

## 1497. Firefox, YouTube and WebM

*Autor: Desconocido | Fecha: 2010-05-19T09:24:23-07:00*

Resumen: Five important items of note today relating to Mozilla's support for the VP8 codec: 1. Google will be releasing VP8 under an open source and royalty-free basis. VP8 is a high-quality video codec that Google acquired when they purchased the company On2. The VP8 codec represents a vast improvement in quality-per-bit over Theora and is […]

URL: https://hacks.mozilla.org/2010/05/firefox-youtube-and-webm/

## 1498. Firefox 4: -moz-any() selector grouping

*Autor: Desconocido | Fecha: 2010-05-18T06:08:08-07:00*

Resumen: This is a re-post from David Baron's blog. This feature has landed in Mozilla Central (trunk) and only available with a Firefox Nightly Build for the time being. Last night I landed support for :-moz-any() selector grouping. This allows providing alternatives between combinators, rather than having to repeat the entire selector for once piece that's […]

URL: https://hacks.mozilla.org/2010/05/moz-any-selector-grouping/

## 1499. Firefox 4: easier JS form handling with FormData

*Autor: Desconocido | Fecha: 2010-05-17T11:12:15-07:00*

Resumen: This feature has landed in Mozilla Central (trunk) and only available with a Firefox Nightly Build for the time being. XMLHttpRequest Level 2 (editor's draft) adds support for the new FormData interface. FormData objects provide a way to easily construct a set of key/value pairs representing form fields and their values, which can then be […]

## 1500. Getting involved with Account Manager

*Autor: Desconocido | Fecha: 2010-05-13T16:01:23-07:00*

Resumen: It's been a couple of weeks since we originally posted about Account Manager and we've gotten a lot of feedback. We've got a few opportunities for people to get more involved with the project, listed below. Join us at the Account Manager Meet-up or at IIW We are hosting an Account Manager Meet-up on Friday, […]

URL: https://hacks.mozilla.org/2010/05/getting-involved-with-account-manager/

## 1501. Firefox 4: the HTML5 parser – inline SVG, speed and more

*Autor: Desconocido | Fecha: 2010-05-11T08:55:26-07:00*

Resumen: This is a guest post from Henri Sivonen, who has been working on Firefox's new HTML5 parser. The HTML parser is one of the most complicated and sensitive pieces of a browser. It controls how your HTML source is turned into web pages and as such changes to it are rare and need to be […]

URL: https://hacks.mozilla.org/2010/05/firefox-4-the-html5-parser-inline-svg-speed-and-more/

## 1502. Revitalizing Caching

*Autor: Desconocido | Fecha: 2010-05-03T12:42:51-07:00*

Resumen: Apparently, there are only two hard problems in computer science: cache invalidation and the naming of things (or so Phil Karlton's dictum goes). Earlier this month, we invited representatives of Twitter, Facebook, SproutCore, Palm's webOS, Microsoft's "Office On The Web", Yahoo, and Google to talk to us about the former problem (amongst other things), though […]

URL: https://hacks.mozilla.org/2010/05/revitalizing-caching/

## 1503. Beyond HTML5: experiments with interactive audio

*Autor: Desconocido | Fecha: 2010-04-30T11:57:33-07:00*

Resumen: This is a re-post of an important post from David Humphrey who has been doing a lot of experiments on top of Mozilla's extensible platform and doing experiments with multi-touch, sound, video, WebGL and all sorts of other goodies. It's worth going through all of the demos below. You'll find some stuff that will amaze […]

URL: https://hacks.mozilla.org/2010/04/beyond-html5-experiments-with-interactive-audio/

## 1504. WebSockets in Firefox

*Autor: Desconocido | Fecha: 2010-04-28T10:11:19-07:00*

Resumen: Here's the pitch for WebSockets: a low-complexity, low-latency, bi-directional communication system that has a pretty simple API for web developers. Let's break that down, and then talk about if and when we're going to include it in Firefox: Low-complexity The WebSocket protocol, which is started via an HTTP-like handshake, has a relatively simple model for […]

URL: https://hacks.mozilla.org/2010/04/websockets-in-firefox/

## 1505. Account Manager coming to Firefox

*Autor: Desconocido | Fecha: 2010-04-27T14:35:16-07:00*

Resumen: Update: The Account Manager is no longer maintained. Building on this experiment, we have conceived BrowserID. Please consider using it instead. Last month Mozilla Labs announced a new concept series on online identity. As part of this exploration, we developed the Account Manager. The Account Manager makes it incredibly easy for users to create new […]

URL: https://hacks.mozilla.org/2010/04/account-manager-coming-to-firefox/

## 1506. Real-time server visualization with canvas and processing.js

*Autor: Desconocido | Fecha: 2010-04-27T12:34:28-07:00*

Resumen: This is a guest blog post by Logan Welliver, Chief Creative at Cloudkick. He is a graphic designer by training and a web designer in practice. Cloud management company Cloudkick has released a real-time server monitoring visualization based on canvas and processing.js, that was co-developed with Alastair McDonald of processing.js fame. The product is designed […]

URL: https://hacks.mozilla.org/2010/04/real-time-server-visualization-with-canvas-and-processing-js/

## 1507. a series of updates on what's coming in Firefox 4

*Autor: Desconocido | Fecha: 2010-04-26T10:17:06-07:00*

Resumen: Over the next couple of weeks, people like Paul Rouget and I are going to post a series of updates on a bunch of technologies that are part of our next release. That release, likely called Firefox 4, was underway before the release of Firefox 3.6 and already includes a bunch of new features, bug […]

URL: https://hacks.mozilla.org/2010/04/a-series-of-updates-on-whats-coming-in-firefox-4/

## 1508. The CSS 3 Flexible Box Model

*Autor: Desconocido | Fecha: 2010-04-22T09:43:31-07:00*

Resumen: This article about the Flexible Box Layout was written by Jérémie Patonnier, French open Web enthusiast. The flexible box model CSS 3 introduces a brand new box model in addition of the traditional box model from CSS 1 and 2. The flexible box model determines the way boxes are distributed inside other boxes and the […]

URL: https://hacks.mozilla.org/2010/04/the-css-3-flexible-box-model/

## 1509. Theora on N900

*Autor: Desconocido | Fecha: 2010-04-19T10:00:41-07:00*

Resumen: This is a re-post from Matthew Gregan's personal weblog on the work that he's been doing to bring HTML5 open video to mobile devices. Google recently announced funding for some work to bring Theora to ARM devices via a CPU-driven code path. Mozilla has been funding similar work over the last year or so to […]

URL: https://hacks.mozilla.org/2010/04/theora-on-n900/

## 1510. mozilla developer preview 4 ready for testing

*Autor: Desconocido | Fecha: 2010-04-12T11:41:01-07:00*

Resumen: Note: this is a re-post of the entry in the Mozilla Project Development Weblog. There's some juicy stuff in here for Web Developers that need testing. In particular, this is the first build with the CSS history changes. As part of our ongoing platform development work, we're happy to announce the fourth pre-release of the […]

URL: https://hacks.mozilla.org/2010/04/mozilla-developer-preview-4-ready-for-testing/

## 1511. privacy-related changes coming to CSS :visited

*Autor: Desconocido | Fecha: 2010-03-31T08:26:13-07:00*

Resumen: For more information about this, have a look at David Baron's post, the bug and the post on the security blog. For many years the CSS :visited selector has been a vector for querying a user's history. It's not particularly dangerous by itself, but when it's combined with <a href="https://developer.mozilla.org/en/DOM/window.getComputedStyle">getComputedStyle()</a> in JavaScript it means that […]

URL: https://hacks.mozilla.org/2010/03/privacy-related-changes-coming-to-css-vistited/

## 1512. quarterly developer survey update

*Autor: Desconocido | Fecha: 2010-03-22T12:58:05-07:00*

Resumen: We are inviting developers to give us feedback through quarterly surveys so we can better understand your needs. Your feedback is crucial to help us build the best platform, tools, and content. Last November, we asked web developers to take a 20 question survey to help build the Mozilla Developer Network (MDN). Thanks to the […]

URL: https://hacks.mozilla.org/2010/03/quarterly-developer-survey-update/

## 1513. a quick note on JavaScript engine components

*Autor: Desconocido | Fecha: 2010-03-08T14:23:00-08:00*

Resumen: There have been a bunch of posts about the JägerMonkey (JM) post that we made the other day, some of which get things subtly wrong about the pieces of technology that are being used as part of Mozilla's JM work. So here's the super-quick overview of what we're using, what the various parts do and […]

URL: https://hacks.mozilla.org/2010/03/a-quick-note-on-javascript-engine-components/

## 1514. Mozilla developer preview (Gecko 1.9.3a2) now available

*Autor: Desconocido | Fecha: 2010-03-05T13:28:57-08:00*

Resumen: We've posted a new release of our Mozilla developer preview series as a way to test new features that we're putting into the Mozilla platform. These features may or may not make it into a future Firefox release, either for desktops or for mobile phones. But that's why we do these releases – to get […]

URL: https://hacks.mozilla.org/2010/03/mozilla-developer-preview-gecko-1-9-3a2-now-available/

## 1515. improving JavaScript performance with JägerMonkey

*Autor: Desconocido | Fecha: 2010-03-01T11:42:07-08:00*

Resumen: In August 2008, Mozilla introduced TraceMonkey. The new engine, which we shipped in Firefox 3.5, heralded a new era of performance to build the next generation of web browsers and web applications. Just after the introduction of our new engine Google introduced V8 with Chrome. Apple also introduced their own engine to use in Safari, […]

URL: https://hacks.mozilla.org/2010/03/improving-javascript-performance-with-jagermonkey/

## 1516. Firefox: 46 features you might not know about

*Autor: Desconocido | Fecha: 2010-02-24T06:19:35-08:00*

Resumen: Ever since the release of Firefox 3 we've been doing a lot of work to add new capabilities for web developers. We thought it would be worth it to make a post that actually listed all of the features that we knew about and people might not know about. This contains everything that we've done […]

## 1517. Mozilla developer preview (Gecko 1.9.3a1) available for download

*Autor: Desconocido | Fecha: 2010-02-10T15:01:32-08:00*

Resumen: Editor's note: Today, Mozilla released a preview of the Gecko 1.9.3 platform for developers and testers. Check out the Mozilla Developer News announcement reposted below. A Mozilla Developer Preview of improvements in the Gecko layout engine is now available for download. This is a pre-release version of the Gecko 1.9.3 platform, which forms the core […]

## 1518. About:hacks newsletter – issue 2

*Autor: Desconocido | Fecha: 2010-02-08T15:02:54-08:00*

Resumen: Last week we sent out the second issue of about:hacks, Mozilla's newsletter for web developers. Here are highlights from the topics covered in this new issue: Firefox 3.6 released: what's new, how to give feedback Firefox for the Nokia N900 with Weave Sync released Developer Tools: Firebug 1.5 Demos: an HTML5 image editor and uploader, […]

## 1519. Firefox 3.6 feedback

*Autor: Desconocido | Fecha: 2010-02-04T19:27:42-08:00*

Resumen: Firefox 3.6 was released on Jan 21st and has already been downloaded more than 35 million times! It features a faster JavaScript engine, faster DOM performance and a bunch of new HTML5 features. Highlights for web developers include support for the WOFF font format, new CSS features like gradients and multiple backgrounds, drag and drop, […]

## 1520. an HTML5 offline image editor and uploader application

*Autor: Desconocido | Fecha: 2010-02-02T09:00:14-08:00*

Resumen: Many web applications use image uploaders: image hosting websites, blog publishing applications, social networks, among many others. Such uploaders have limitations: you can't upload more than one file at a time and you can't edit the image before sending it. A plugin is the usual workaround for uploading more than one image, and image modifications […]

## 1521. ClassList in Firefox 3.6

*Autor: Desconocido | Fecha: 2010-01-29T11:29:40-08:00*

Resumen: This article was writt by Anthony Ricaud, French OpenWeb enthusiast. Why you need classList A dynamic web application usually needs visual feedback from its inner mechanism or needs to display different visual elements based on users' actions. To change the user interface easily, you can add/remove/edit elements through the DOM API (document.createElement, div.removeChild, elt.style.color, …) […]

## 1522. industry support for WOFF and Firefox 3.6

*Autor: Desconocido | Fecha: 2010-01-21T14:51:21-08:00*

Resumen: Today we announced the release of Firefox 3.6 and users are starting to upgrade.

One of the more important features we included for developers was support for a new font standard called WOFF. WOFF has received wide support from the type community and we're starting to see the results of that. There are a couple […]
URL: https://hacks.mozilla.org/2010/01/industry-support-for-woff-and-firefox-3-6/

## 1523. Firefox 3.6 is here!
*Autor: Desconocido | Fecha: 2010-01-21T10:09:45-08:00*
Resumen: Firefox 3.6 has some cool consumer facing features like Personas and a better Plug-in Updater, but developers have a lot to be excited about too. Developers will appreciate the increased stability, especially the work done to prevent crashes with third party software. There are also enhancements like improved JavaScript performance and optimizations to speed up […]
URL: https://hacks.mozilla.org/2010/01/firefox-3-6-is-here/

## 1524. Firebug 1.5: a closer look
*Autor: Desconocido | Fecha: 2010-01-20T17:49:37-08:00*
Resumen: Firebug 1.5 was released yesterday on addons.mozilla.org, where you can now download it. It's compatible with the upcoming Firefox 3.6. If you'd like to take a more in-depth look at what's new in Firebug 1.5, here's a series of articles written by Firebug contributor Jan Odvarko (aka Honza): Break On Next: breaking on the next […]
URL: https://hacks.mozilla.org/2010/01/firebug-1-5-a-closer-look/

## 1525. Firebug 1.5 released!
*Autor: Desconocido | Fecha: 2010-01-19T13:32:23-08:00*
Resumen: Editor's note: today the Firebug team released Firebug 1.5. Check out Rob Campbell's announcement reposted below. I am very happy to be able to announce the release of Firebug 1.5.0 on addons.mozilla.org. This release represents a significant effort by the Firebug Working Group which saw the addition of some new faces over the last few […]
URL: https://hacks.mozilla.org/2010/01/firebug-1-5-released/

## 1526. JavaScript speedups in Firefox 3.6
*Autor: Desconocido | Fecha: 2010-01-13T10:00:00-08:00*
Resumen: This post was written by David Mandelin who works on Mozilla's JavaScript team. Firefox 3.5 introduced TraceMonkey, our new JavaScript engine that traces loops and JIT compiles them to native (x86/ARM) code. Many JavaScript programs ran 3-4x faster in TraceMonkey compared to Firefox 3. (See our previous article for technical details.) For JavaScript performance in […]
URL: https://hacks.mozilla.org/2010/01/javascript-speedups-in-firefox-3-6/

## 1527. offline web applications
*Autor: Desconocido | Fecha: 2010-01-07T12:39:26-08:00*
Resumen: The network is a key component of any web application, whether it is used to download JavaScript, CSS, and HTML source files and accompanying resources (images, videos, …) or to reach web services (XMLHttpRequest and <forms>). Yet having offline support for web applications can be very useful to users. Imagine, for example, a webmail application […]
URL: https://hacks.mozilla.org/2010/01/offline-web-applications/

## 1528. Hacks v2.0

*Autor: Desconocido | Fecha: 2010-01-06T13:06:20-08:00*

Resumen: As you may have noticed, Hacks looks a bit different today. That's because we've completely redesigned the site. We wanted to make it easier for everyone to not only enjoy the new content we publish, but also to find past articles and demos. With Firefox 3.6 just around the corner, it's the perfect time to […]

URL: https://hacks.mozilla.org/2010/01/hacks-v2-0/

## 1529. the new about:hacks newsletter

*Autor: Desconocido | Fecha: 2009-12-22T12:04:49-08:00*

Resumen: Yesterday, we published the first issue of about:hacks, Mozilla's newsletter for web developers. If you asked to receive news and updates from Mozilla in our November survey, it should be waiting for you in your inbox. About:hacks will be published monthly, and will include demos, tutorials, Firefox release information, the latest on web standards and […]

URL: https://hacks.mozilla.org/2009/12/the-new-abouthacks-newsletter/

## 1530. autobuffering video in Firefox

*Autor: Desconocido | Fecha: 2009-12-21T17:56:05-08:00*

Resumen: John Gruber recently wrote up an article titled Why the HTML5 'Video' Element Is Effectively Unusable, Even in the Browsers Which Support It He's mostly upset that browsers don't respect the autobuffer attribute. Or, really, that browsers autobuffer by default. Safari and Chrome do apparently autobuffer by default, but he incorrectly says that Firefox does […]

URL: https://hacks.mozilla.org/2009/12/autobuffering-video-in-firefox/

## 1531. interactive file uploads with Drag and Drop, FileAPI and XMLHttpRequest

*Autor: Desconocido | Fecha: 2009-12-15T11:01:35-08:00*

Resumen: In previous posts, we showed how to access a file through the input tag or through the Drag and Drop mechanism. In both cases, you can use XMLHttpRequest to upload the files and follow the upload progress. Demo If you're running the latest beta of Firefox 3.6, check out our file upload demo. Uploading XMLHttpRequest […]

URL: https://hacks.mozilla.org/2009/12/uploading-files-with-xmlhttprequest/

## 1532. file drag and drop in Firefox 3.6

*Autor: Desconocido | Fecha: 2009-12-14T12:37:21-08:00*

Resumen: In a previous post, we showed you how to upload several files using the input element. In Firefox 3.6, you can let your users drag and drop files directly into your web page, without going through the file picker. Demo If you're running the latest Firefox 3.6 beta, check out our interactive demo of drag […]

URL: https://hacks.mozilla.org/2009/12/file-drag-and-drop-in-firefox-3-6/

## 1533. WebGL Draft Released Today

*Autor: Desconocido | Fecha: 2009-12-10T15:06:05-08:00*

Resumen: Even without a draft specification of WebGL in circulation, we've seen some promising 3D content using WebGL appear on the web, put together mainly through developer ingenuity and the fact that Firefox, Chromium, and WebKit are open source projects with early support for the technology. Today, the WebGL Working Group at Khronos released a provisional […]

## 1534. multiple file input in Firefox 3.6

*Autor: Desconocido | Fecha: 2009-12-10T14:20:46-08:00*

Resumen: Firefox 3.6 supports multiple file input. This new capability allows you to get several files as input at once, using standard technologies. This is a big improvement, since you used to be constrained to one file at a time, or needed to use a third party (proprietary) application. This will be particularly useful, for example, […]

## 1535. Firefox 3.6 FileAPI demo: reading EXIF data from a local JPEG file

*Autor: Desconocido | Fecha: 2009-12-09T15:58:21-08:00*

Resumen: Paul Rouget has put together a great demo of the new FileAPI we're including in Firefox 3.6. It lets you drag a JPG from the desktop into the browser that includes EXIF data and it can extract the GPS coordinates in the image and then load the location of where the photo was taken, entirely […]

## 1536. W3C FileAPI in Firefox 3.6

*Autor: Desconocido | Fecha: 2009-12-09T15:52:55-08:00*

Resumen: Often, web applications will prompt the user to select a file, typically to upload to a server. Unless the web application makes use of a plugin, file selection occurs through an HTML input element, of the sort <input type="file"/>. Firefox 3.6 now supports much of the W3C File API, which specifies the ability to asynchronously […]

## 1537. css backgrounds in Firefox 3.6

*Autor: Desconocido | Fecha: 2009-12-02T11:49:01-08:00*

Resumen: Firefox 3.6 allows you to do more with CSS backgrounds: you can use gradients, set a background size, and specify multiple backgrounds. Custom Background Size In Firefox 3.6, you can specify the size of a background image to scale it as a percentage of the element's size, or to a specific length, using -moz-background-size. -moz-background-size: […]

## 1538. WebGL goes mobile

*Autor: Desconocido | Fecha: 2009-12-01T11:33:14-08:00*

Resumen: Vlad was nice enough to put together a video of his recent work to bring WebGL to mobile phones. This demo was done on the first phone that supports Firefox, the Nokia N900. For more information about WebGL check back here or follow planet WebGL.

## 1539. pointer-events for HTML in Firefox 3.6

*Autor: Desconocido | Fecha: 2009-12-01T08:59:32-08:00*

Resumen: The pointer-events CSS property has long been available as part of SVG as a way to control if a mouse event should be sent to the element directly underneath the mouse or passed through to an element underneath it. In Firefox 3.6 we've extended the property to allow it to

apply to normal HTML content […]
URL: https://hacks.mozilla.org/2009/12/pointer-events-for-html-in-firefox-3-6/

## 1540. building beautiful buttons with css gradients
*Autor: Desconocido | Fecha: 2009-11-30T14:10:39-08:00*
Resumen: A special thanks to Ryan Doherty for building this demo and making it easy for me to turn it into a tutorial. In this demo we'll walk through a simple use case for the new gradient capabilities coming in Firefox 3.6 (see related article). We'll build a nice-looking embossed and beveled button using gradients and […]
URL: https://hacks.mozilla.org/2009/11/building-beautiful-buttons-with-css-gradients/

## 1541. css gradients in Firefox 3.6
*Autor: Desconocido | Fecha: 2009-11-30T11:15:25-08:00*
Resumen: Firefox 3.6 includes many CSS improvements. In this post we're going to show you how to use CSS gradients. If you are running the latest beta of Firefox 3.6, you should check out our interactive demo and take a look at the corresponding code. Use the radio buttons to switch different style options on or […]
URL: https://hacks.mozilla.org/2009/11/css-gradients-firefox-36/

## 1542. web developer survey: 5,000+ responses from 119 countries!
*Autor: Desconocido | Fecha: 2009-11-19T13:01:02-08:00*
Resumen: A few weeks ago, we launched a new survey for Web developers. We wanted to learn more about what you are interested in to build the Mozilla Developer Network tailored to your needs. Thanks to your help in spreading the word about the survey, we surpassed our goal of 5,000 responses!  The survey is now […]
URL: https://hacks.mozilla.org/2009/11/web-developer-survey-5000/

## 1543. what's new in Firebug 1.5?
*Autor: Desconocido | Fecha: 2009-11-17T07:57:22-08:00*
Resumen: This is a re-post from Rob Cambell's personal weblog. Firebug 1.5 is the first release that will work with the upcoming Firefox 3.6 and also also works with Firefox 3.5. It's currently in beta and will be available before the release of Firefox 3.6. As of this minute, Firebug 1.5 is sitting comfortably in its […]
URL: https://hacks.mozilla.org/2009/11/whats-new-in-firebug-1-5/

## 1544. a proposal: resource packages to improve performance
*Autor: Desconocido | Fecha: 2009-11-16T21:22:59-08:00*
Resumen: A short post on this topic. Alexander Limi has a post describing a simple way that web sites could improve their performance: by putting images, css and other static resources in a .zip file for downloading. He's asking for feedback on the topic. If the feedback is good we're likely to try and get this […]
URL: https://hacks.mozilla.org/2009/11/a-proposal-resource-packages-to-improve-performance/

## 1545. web developer survey update – help wanted!
*Autor: Desconocido | Fecha: 2009-11-09T09:00:52-08:00*
Resumen: Two weeks ago we announced the launch of the Mozilla Developer Network. We also

asked for your help through this short survey for Web developers. The questions were meant to understand who you are, what you're interested in, and what resources would be most useful to you on MDN. We're happy to report that we […]
URL: https://hacks.mozilla.org/2009/11/web-developer-survey-update/

## 1546. 5 years of Firefox

*Autor: Desconocido | Fecha: 2009-11-08T16:00:13-08:00*

Resumen: Firefox is five years old. We thought that we would celebrate that by talking about how the web has changed over the last five years and Firefox's role in those changes. Where We're At 2009 has been an interesting year. We're at a crossroads for the Internet. In the next 12 months or so we're […]
URL: https://hacks.mozilla.org/2009/11/5-years/

## 1547. two important api changes – CSS gradients and the media load event

*Autor: Desconocido | Fecha: 2009-11-04T11:55:03-08:00*

Resumen: Robert O'Callahan has been posting updates in his weblog about changes that we're going to be making that are web-facing. It's worth summarizing two here for web developers. Removing the media element 'load' event. Yesterday I checked in a patch that removes support for the 'load' event on <video> and <audio> elements. We simply never […]
URL: https://hacks.mozilla.org/2009/11/api-change-media-load-css-gradient/

## 1548. Firefox 3.6 Beta 1 now available – what's new for web developers

*Autor: Desconocido | Fecha: 2009-10-30T17:46:09-07:00*

Resumen: Firefox 3.6b1 is now available for download. As usual, this is a beta release so the usual warnings about eating your data and burning your house down apply. If you download and run this beta you will get updates as we make them available – once every 1-2 weeks or so. To keep up with […]
URL: https://hacks.mozilla.org/2009/10/firefox-3-6b1/

## 1549. help build the mozilla developer network

*Autor: Desconocido | Fecha: 2009-10-27T09:30:42-07:00*

Resumen: Help us build the Mozilla Developer Network Take the survey now. At Mozilla we've been talking recently about how important the web has become to everything around us. The web – and the Internet it's built on – has become the defining computing platform for this century. And most of that has happened because of […]
URL: https://hacks.mozilla.org/2009/10/mozilla-developer-network/

## 1550. font_dragr: a drag and drop preview tool for fonts

*Autor: Desconocido | Fecha: 2009-10-21T10:00:22-07:00*

Resumen: This demo is from our good friend Ryan Seddon who came up with a demo that seems deeply appropriate for this week, given our focus on the future of fonts on the web. If you've ever been editing a page and wanted to know what a particular font looked like without having to upload files […]
URL: https://hacks.mozilla.org/2009/10/font_dragr-a-drag-and-drop-preview-tool-for-fonts/

## 1551. after Firefox 3.6 – new font control features for designers

Resumen: Note: the discussion below applies to work in progress that might show up in Firefox 3.7. It does not describe features in Firefox 3.6. This post is from Jonathan Kew and John Daggett. He's supplied a 5 minute video that shows some of the features on the fly. If you're a total font nerd and […]
URL: https://hacks.mozilla.org/2009/10/font-control-for-designers/


## 1552. Web Open Font Format for Firefox 3.6

Resumen: This article was written by John Daggett. John is a Mozilla contributor and has been working hard with font creators and web developers to improve the state of fonts on the web. This article is a high-level overview of whats different and shows some examples of WOFF in use. A full list of other supporting […]
URL: https://hacks.mozilla.org/2009/10/woff/


## 1553. making waves with HTML5

Resumen: Thomas Saunders of modern-carpentry has a very nice HTML5 demo, making waves with html5, showcasing the power of Canvas as well as Processing.js. modern carpentry rides the html5 canvas wave Thomas says: I was challenged at work to create something that "floats naturally". After a while of confusion in my pursuit of "natural floating" or […]
URL: https://hacks.mozilla.org/2009/10/making-waves-with-html5/


## 1554. a multi-touch drawing demo for Firefox 3.7

Resumen: Firefox Multitouch at MozChile – Drawing Canvas Experiment from Marcio Galli on Vimeo. A couple of months ago we featured a video that had some examples of multi-touch working in Firefox. At a recent event in South America, Marcio Galli put together a quick and fun drawing program based on the multi-touch code that we'll […]
URL: https://hacks.mozilla.org/2009/10/multi-touch/


## 1555. new device API for Firefox 3.6: orientation

Resumen: One new feature that we're including as part of Firefox 3.6 is support for web pages to access machine orientation information if it's available. As you can see from the demo above you can use it to figure out if the machine is moving and what direction it's facing. Using the API is very simple. […]
URL: https://hacks.mozilla.org/2009/10/orientation-for-firefox/


## 1556. mitigating attacks with content security policy

Resumen: Firefox support for Content Security Policy (CSP) has been in the news and is now available in test builds for web developers to try. Support for CSP isn't slated for Firefox 3.6 but is likely to be included in the release after 3.6, mostly likely called 3.7. This post is targeted at web developers and […]
URL: https://hacks.mozilla.org/2009/10/content-security-policy/

## 1557. WebGL in the wild

*Autor: Desconocido | Fecha: 2009-10-01T21:53:55-07:00*

Resumen: This is a guest post by David Humphrey and was originally posted in his weblog. David is a professor at Seneca College in Toronto where he teaches and researches open source development and leads Mozilla's education project. David's been involved with WebGL well before it became WebGL and was just a Firefox extension. It's nice […]
URL: https://hacks.mozilla.org/2009/10/webgl-in-the-wild/

## 1558. what does "open web" mean to you?

*Autor: Desconocido | Fecha: 2009-09-29T17:43:13-07:00*

Resumen: Update: This poll is now closed – we'll post some results once we've analyzed them – thanks for helping! We're running a short survey to find out what the phrase "open web" means to web developers. What does that phrase mean to you? http://rypple.com/blizzard/web It's an anonymous survey and will probably take you less than […]
URL: https://hacks.mozilla.org/2009/09/open-web-survey/

## 1559. theora 1.1 is released – what you should know

*Autor: Desconocido | Fecha: 2009-09-25T10:03:27-07:00*

Resumen: Less than a year after the release of Theora 1.0, the wonderful people at Xiph have released Theora 1.1. The 1.1 release is a software-only release of the Theora encoder and decoder. It does not include any changes to the Theora format. Existing Theora videos should continue to play with the new decoder and the […]
URL: https://hacks.mozilla.org/2009/09/theora-1-1-released/

## 1560. three more WebGL demos

*Autor: Desconocido | Fecha: 2009-09-23T21:12:52-07:00*

Resumen: If you see other cool WebGL demos post them in the comments here or let us know at @mozhacks. We'll keep posting them as we find them. A port of Puls to WebGL: Escher-Droste effect in WebGL: Metatunnel by FRequency: (via Mark Steele)
URL: https://hacks.mozilla.org/2009/09/three-more-webgl-demos/

## 1561. WebGL for Firefox

*Autor: Desconocido | Fecha: 2009-09-21T18:16:04-07:00*

Resumen: This is a re-post from Vlad Vuki vPvi y 2  W'6öæ Â  log. WebGL, an effort to bring a GL-based 3D extension to the web, is being standardized through Khronos. The WebGL work is based on the GL Canvas extension that Vlad started and is now being implemented in both Firefox and Safari. Builds that include support for WebGL […]
URL: https://hacks.mozilla.org/2009/09/webgl-for-firefox/

## 1562. a 20 second survey to help improve hacks.mozilla.org

*Autor: Desconocido | Fecha: 2009-08-24T21:36:56-07:00*

Resumen: I asked this on the mozhacks twitter account earlier today but I'd like to get more feedback: what's your single favorite thing about hacks.mozilla.org? The survey is totally anonymous and takes 20 seconds or so. It's limited, much like twitter, to a very short response. If you have ideas on improvement there's room for that […]
URL: https://hacks.mozilla.org/2009/08/a-20-second-survey-to-help-improve-hacks-mozilla-org/

## 1563. bringing multi-touch to Firefox and the web

*Autor: Desconocido | Fecha: 2009-08-21T16:28:45-07:00*

Resumen: The ever-energetic Felipe Gomes was nice enough to intern with Mozilla this summer in between busy semesters in Brazil. During that time he's been working on multi-touch support for Firefox on Windows 7. A nice result of that work is that he's also found ways to bring multi-touch support to the web. He's made a […]
URL: https://hacks.mozilla.org/2009/08/multi-touch-firefox/


## 1564. experimenting with HTML5 video at the BBC

*Autor: Desconocido | Fecha: 2009-08-18T20:52:47-07:00*

Resumen: The BBC has a post up describing an experiment that they have put together that uses HTML5 video that works in Firefox 3.5 and Safari. The demo uses jQuery and drives a simple carousel that shows the current chapter as the video plays. It also shows subtitles as the video plays. One really great, and […]
URL: https://hacks.mozilla.org/2009/08/html5-video-bbc/


## 1565. Firefox 3.6 Alpha 1 – web developer changes

*Autor: Desconocido | Fecha: 2009-08-07T19:40:53-07:00*

Resumen: As covered on the Mozilla Developer Center, Firefox 3.6 Alpha 1 is now available for download. And we've been busy since Firefox 3.5. Web developers will be interested in a number of features that are new in Firefox 3.6 Alpha 1: The TraceMonkey JavaScript engine has continued to get faster. We've made a huge number […]
URL: https://hacks.mozilla.org/2009/08/firefox-36a1-for-developers/


## 1566. 9elements – HTML5 Canvas Experiment

*Autor: Desconocido | Fecha: 2009-08-04T01:31:17-07:00*

Resumen: The developers over at 9elements have done a mesmerizing experiment with Canvas and the audio support in HTML5. HTML5 Canvas and Audio Experiment Please comment on their cool experiment at their blog: HTML5 Canvas Experiment.
URL: https://hacks.mozilla.org/2009/08/9elements-html5-canvas-experiment/


## 1567. open video codecs discussion at Mozilla

*Autor: Desconocido | Fecha: 2009-07-30T16:22:02-07:00*

Resumen: On Tuesday, July 28th, 2009, Mozilla hosted a brownbag and lunch discussion with Davis Freeberg and Dan Miller on the subject of open video codecs. Dan Miller is one of the founders of On2 and is largely responsible for the free release of VP3, which is the basis for the Theora codec. Davis Freeberg hosts […]
URL: https://hacks.mozilla.org/2009/07/open-video-codecs-discussion/


## 1568. arun talks about html5, fonts and india

*Autor: Desconocido | Fecha: 2009-07-27T17:37:38-07:00*

Resumen: Recently Arun Ranganathan, one of the members of the Mozilla Evangelism team, created a video for MozCamp Mumbai. It's about 20 minutes long and he covers a huge number of topics: the new @font-face CSS property and how it affects the ability for people to receive properly localized content, the differences between the various standards […]
URL: https://hacks.mozilla.org/2009/07/arun-standards-india/

## 1569. an overview of TraceMonkey

*Autor: Desconocido | Fecha: 2009-07-17T05:28:27-07:00*

Resumen: This post was written by David Mandelin who works on Mozilla's JavaScript team. Firefox 3.5 has a new JavaScript engine, TraceMonkey, that runs many JavaScript programs 3-4x faster than Firefox 3, speeding up existing web apps and enabling new ones. This article gives a peek under the hood at the major parts of TraceMonkey and […]

URL: https://hacks.mozilla.org/2009/07/tracemonkey-overview/

## 1570. HTML5 drag and drop in Firefox 3.5

*Autor: Desconocido | Fecha: 2009-07-15T18:57:32-07:00*

Resumen: This post is from Les Orchard, who works on Mozilla's web development team. Introduction Drag and drop is one of the most fundamental interactions afforded by graphical user interfaces. In one gesture, it allows users to pair the selection of an object with the execution of an action, often including a second object in the […]

URL: https://hacks.mozilla.org/2009/07/html5-drag-and-drop/

## 1571. elliptical borders in Firefox 3.5

*Autor: Desconocido | Fecha: 2009-07-15T08:14:44-07:00*

Resumen: Today's demo comes from Lim Chee Aun, the creator of the Phoenity icons and themes, and web developer in Malaysia. The border-radius property is probably one of the most interesting parts of the CSS3 specification, where it allows you to create rounded corners on elements. For example: div { border-radius: 10px; -moz-border-radius: 10px; -webkit-border-radius: 10px; […]

URL: https://hacks.mozilla.org/2009/07/elliptical-border-radius/

## 1572. css3 columns on the web

*Autor: Desconocido | Fecha: 2009-07-13T14:05:57-07:00*

Resumen: Today's Demo covers the use of CSS3 Columns and was written by Karl Dubost. Karl is a self-proclaimed hedonist, dreamer and always exploring the Open Web for creative spaces. Read About CSS3 Columns and View the Demo in Firefox 3.5

URL: https://hacks.mozilla.org/2009/07/css3-columns/

## 1573. css transforms: styling the web in two dimensions

*Autor: Desconocido | Fecha: 2009-07-13T10:51:12-07:00*

Resumen: One feature that Firefox 3.5 adds to its CSS implementation is transform functions. These let you manipulate elements in two dimensional space by rotating, skewing, scaling, and translating them to alter their appearance. I've put together a demo that shows how some of these functions work. There are four animating objects in this demo. Let's […]

URL: https://hacks.mozilla.org/2009/07/css-transforms/

## 1574. using web workers: working smarter, not harder

*Autor: Desconocido | Fecha: 2009-07-08T17:42:54-07:00*

Resumen: This article is written by Malte Ubl, who has done a lot of great work with using Web Workers as part of the bespin project. In recent years, the user experience of web applications has grown richer and richer. In-browser applications like GMail, Meebo and Bespin give us an impression of how the web will […]

URL: https://hacks.mozilla.org/2009/07/working-smarter-not-harder/

## 1575. video – more than just a tag

*Autor: Desconocido | Fecha: 2009-07-07T20:04:54-07:00*

Resumen: This article is written by Paul Rouget, Mozilla contributor and purveyor of extraordinary Open Web demos. Starting with Firefox 3.5, you can embed a video in a web page like an image. This means video is now a part of the document, and finally, a first class citizen of the Open Web. Like all other […]

URL: https://hacks.mozilla.org/2009/07/video-more-than-just-a-tag/


## 1576. slick tables with css 3 selectors

*Autor: Desconocido | Fecha: 2009-07-07T00:17:06-07:00*

Resumen: This article and demo come to us courtesy of Ivan Enderlin, author of the HOA Framework and longtime web developer. This is the article that accompanies the demo below, showing the use of CSS3 selectors implemented in Firefox 3.5 for easy and stylish tables. See this demo step by step. Basic HTML Table First, we […]

URL: https://hacks.mozilla.org/2009/07/slick-tables-with-css-3-selectors/


## 1577. cross-site xmlhttprequest with CORS

*Autor: Desconocido | Fecha: 2009-07-06T16:02:21-07:00*

Resumen: Editor's Note: This article sure is a popular one! The Fetch API is now available in browsers and makes cross-origin requests easier than ever. Check out this Hacks post or the link above to learn more. XMLHttpRequest is used within many Ajax libraries, but till the release of browsers such as Firefox 3.5 and Safari […]

URL: https://hacks.mozilla.org/2009/07/cross-site-xmlhttprequest-with-cors/


## 1578. (r)evolution number 5

*Autor: Desconocido | Fecha: 2009-07-01T20:39:57-07:00*

Resumen: We've just launched Firefox 3.5, and we're incredibly proud. Naturally, we have engaged in plentiful Mozilla advocacy — this site is, amongst other things, a vehicle for showcasing the latest browser's new capabilities. We like to think about this release as an upgrade for the whole World Wide Web, because of the new developer-facing features […]

URL: https://hacks.mozilla.org/2009/07/revolution-number-5/


## 1579. synchronous XHR requests in Firefox 3.5

*Autor: Desconocido | Fecha: 2009-07-01T10:06:25-07:00*

Resumen: This post is from Doug Turner who has previous written about Geolocation. Doug works on Mozilla's mobile project. XMLHttpRequests (XHR) can be either synchronous or asynchronous. Although most people use asynchronous requests there are instances where you might want to use a synchronous request. That is, wait until the XMLHttpRequest call completes to continue executing […]

URL: https://hacks.mozilla.org/2009/07/synchronous-xhr/


## 1580. another great CSS media query demo

*Autor: Desconocido | Fecha: 2009-07-01T09:20:20-07:00*

Resumen: This demo is from Daniel Glazman who works actively on web standards and is a long-time mozilla contributor. CSS Media Queries were originally a proposal submitted to the CSS Working Group by Opera Software and are now implemented in Firefox 3.5. In short, Media Queries extend the media declaration attached to a stylesheet to allow […]

## 1581. new CSS3 properties in Firefox 3.5 – *-of-type

*Autor: Desconocido | Fecha: 2009-06-30T20:26:54-07:00*

Resumen: In today's feature post we'll talk briefly about three new CSS3 pseudo-classes: only-of-type, first-of-type and last-of-type. These are all very similar to the *-nth classes we covered in an earlier post. first-of-type and last-of-type These two pseudo-classes allow you to select the first and last item in a list of siblings within a particular element. […]

## 1582. exploring music with the audio tag

*Autor: Desconocido | Fecha: 2009-06-30T17:28:49-07:00*

Resumen: Today's demo comes to us from Samuel Goldszmidt. He's a web developer specializing in audio applications at Institut de Recherche et Coordination Acoustique/Musique (IRCAM). IRCAM is a European institute covering science, sound and avant garde electro-acoustical art music. The demo uses XML to describe the various segments of a piece of music – Florence Baschet's […]

## 1583. Firefox 3.5 is out

*Autor: Desconocido | Fecha: 2009-06-30T08:21:16-07:00*

Resumen: Today we released Firefox 3.5, which as we said at the beginning of the 35 days project is a huge upgrade for both end users but also for the web. In the past we've always published a list of web developer features for a release. But the feature list for developers for 3.5 is so […]

## 1584. taming long words with word-wrap

*Autor: Desconocido | Fecha: 2009-06-29T14:47:17-07:00*

Resumen: This post is from Les Orchard, who works on Mozilla's web development team. Web browsers have a long history of sharing features between them. The word-wrap CSS property is a feature that originally came from Microsoft and is included in CSS3. Now available in Firefox 3.5, this CSS property allows the browser to arbitrarily break […]

## 1585. the potential of web typography

*Autor: Desconocido | Fecha: 2009-06-29T11:56:16-07:00*

Resumen: This post counts as both a demo and commentary about the changing nature of typography on the web. Ian Lynam and Craig Mod have put together a page that is an excellent example of typography in action, but also offer some suggestions on what the next steps for typography on the web might look like. […]

## 1586. the script defer attribute

*Autor: Desconocido | Fecha: 2009-06-26T21:00:34-07:00*

Resumen: This post is by Olivier Rochard. Olivier does research at Orange Labs in France. In

HTML, the script element allows authors to include dynamic script in their documents. The defer attribute is boolean attribute that indicates how the script should be executed. If the defer attribute is present, then the script is executed when the […]
URL: https://hacks.mozilla.org/2009/06/defer/

## 1587. creating pop art with html5 video
*Autor: Desconocido | Fecha: 2009-06-26T16:42:16-07:00*
Resumen: This post is by Felipe Gomez, a long-time Mozilla contributor and really awesome dude. Felipe attends school in Brazil. This demo contains another interesting effect that can be done with the HTML5 elements present in Firefox 3.5. What better way to create a cool effect than mixing the open web with pop art? This demo […]
URL: https://hacks.mozilla.org/2009/06/pop-art-video/

## 1588. the text-shadow spotlight
*Autor: Desconocido | Fecha: 2009-06-25T21:55:12-07:00*
Resumen: Zachary Johnson has put together another fun demo. He's using some JavaScript and the new <a href="http://hacks.mozilla.org/2009/06/text-shadow/">text-shadow</a> property to build a spotlight effect. It's embedded below. If you can't view it, click through to his post. View the Demo in Firefox 3.5
URL: https://hacks.mozilla.org/2009/06/text-shadow-spotlight/

## 1589. saving data with localStorage
*Autor: Desconocido | Fecha: 2009-06-25T20:58:27-07:00*
Resumen: This post was written by Jeff Balogh. Jeff works on Mozilla's web development team. New in Firefox 3.5, localStorage is a part of the Web Storage specification. localStorage provides a simple Javascript API for persisting key-value pairs in the browser. It shouldn't be confused with the SQL database storage proposal, which is a separate (and […]
URL: https://hacks.mozilla.org/2009/06/localstorage/

## 1590. using SVG and APNG to create an animated texture map
*Autor: Desconocido | Fecha: 2009-06-25T00:29:29-07:00*
Resumen: Yesterday we featured a demo that used SVG to map 3D data. Today we link to Hans' next demo: dynamically textured animations in the browser. He uses the same techniques that he used in the previous post, but this time he's taking an Animated PNG image and mapping a random image texture on top of […]
URL: https://hacks.mozilla.org/2009/06/svg-apng-animated-texture/

## 1591. new CSS3 properties in Firefox 3.5 – nth-*
*Autor: Desconocido | Fecha: 2009-06-25T00:12:26-07:00*
Resumen: Firefox 3.5 supports several new CSS3 selectors. In this post we'll talk about four of them: :nth-child, :nth-last-child, :nth-of-type and :nth-last-of-type. Each of these is called a Pseudo-class and can be used to apply styles to existing selectors. The best way to describe how this works is with some examples. :nth-child This pseudo-class lets you […]
URL: https://hacks.mozilla.org/2009/06/css3-nth/

## 1592. using svg filters to display 3D data

Resumen: This demo is from Hans Schmucker, who has made a large number of interesting demos using Firefox 3.5 features. Tomorrow we'll also have another neat demo from him as well. Hans has used the CSS filter property and an SVG filter to do something really interesting – rendering a 3D perspective from Voxel data. Hans' […]
URL: https://hacks.mozilla.org/2009/06/svg-filter-3d-data/

## 1593. opacity in Firefox 3.5

Resumen: This is a very short post, but it's worth putting up because it shows how browser features go from a vendor-specific implementation to a fully supported standard. In Firefox 3.5 we no longer support the Mozilla-specific CSS property -moz-opacity. Developers wanting to set the opacity of an element should use the standard <a href="https://developer.mozilla.org/en/CSS/opacity">opacity</a> property […]
URL: https://hacks.mozilla.org/2009/06/opacity/

## 1594. html5 video fallbacks with markup

Resumen: In a previous post on this blog we talked about using JavaScript to create video elements on the fly. While that was a good use case for the Mozilla's support site in this post we offer another set of methods that will likely find more use on the web. In fact you can see it […]
URL: https://hacks.mozilla.org/2009/06/html5-video-fallbacks-markup/

## 1595. debugging painting with MozAfterPaint

Resumen: This was originally posted by Robert O'Callahan in the Mozilla web-tech blog. It's an interesting feature in Firefox 3.5 and is worth repeating here as part of our 35 days effort. In addition, Thomas Robinson has created a very handy bookmarklet for debugging painting on a page you've loaded in the browser. Due to popular […]
URL: https://hacks.mozilla.org/2009/06/mozafterpaint/

## 1596. connecting html5 video to the web

Resumen: This is a screencast of a demo that I gave at the open video conference in NYC on June 19th, 2009. The demo itself was created by the ever wonderful Paul Rouget.
Download .ogv or .mp4 version. A version hosted on blip.tv.
URL: https://hacks.mozilla.org/2009/06/connecting-html5-video/

## 1597. DOM Traversal in Firefox 3.5

Resumen: Firefox 3.5 includes new support for two W3C DOM traversal specifications. The first, the Element Traversal API, focuses on making element-by-element traversal easier, the second, the NodeIterator interface which makes finding all node types much easier. Element Traversal API The purpose of the Element Traversal API is to make it easier for developers to traverse […]
URL: https://hacks.mozilla.org/2009/06/dom-traversal/

## 1598. using HTML5 video with fallbacks to other formats

*Autor: Desconocido | Fecha: 2009-06-18T20:04:49-07:00*

Resumen: The Mozilla Support Project and support.mozilla.com (SUMO for short) is an open and volunteer powered community that helps over 3 million Firefox users a week get support and help with their favorite browser. The Firefox support community maintains a knowledge base with articles in over 30 languages and works directly with users through our support […]

URL: https://hacks.mozilla.org/2009/06/html5-video-fallbacks/


## 1599. XHR progress and rich file upload feedback

*Autor: Desconocido | Fecha: 2009-06-18T06:35:13-07:00*

Resumen: This demo is by Olli Pettay (smaug) with help from Austin King. A common limitation on the web today has been a rich file upload widget for web applications. Many sites use Flash or a desktop helper applications to improve the experience of uploading files. Firefox 3.5 bridges one of these gaps allowing a better […]

URL: https://hacks.mozilla.org/2009/06/xhr-progress-and-richer-file-uploading-feedback/


## 1600. the tristan washing machine

*Autor: Desconocido | Fecha: 2009-06-17T22:05:38-07:00*

Resumen: This is another demo from Paul Rouget. It's a very simple demonstration of what you can do when you combine video, SVG and some fun transformations. View the Demo in Firefox 3.5 This puts a HTML5-based <video> element into an SVG document like so: Lots of code and many attributes removed for clarity. Please view […]

URL: https://hacks.mozilla.org/2009/06/tristan-washing-machine/


## 1601. color correction for images in Firefox 3.5

*Autor: Desconocido | Fecha: 2009-06-17T14:12:41-07:00*

Resumen: Back in Firefox 3, we introduced support for color profiles in tagged images, but it was disabled by default. In Firefox 3.5 we were able to make the color correction process about 5x faster than it was in Firefox 3 so we've enabled support for color correction for tagged images. Most images on the web […]

URL: https://hacks.mozilla.org/2009/06/color-correction/


## 1602. an update on open video codecs and quality

*Autor: Desconocido | Fecha: 2009-06-16T21:25:50-07:00*

Resumen: Two days ago we posted a comparison by Greg Maxwell of low and medium resolution YouTube videos vs. Theora counterparts at the same bit rates. The result in that test was that Theora did much better at the low bit rate and more or less the same at the slightly higher bit rate. The conclusion […]

URL: https://hacks.mozilla.org/2009/06/update-on-open-video-quality/


## 1603. audio player – HTML5 style

*Autor: Desconocido | Fecha: 2009-06-16T18:34:36-07:00*

Resumen: Last week we featured a demo from Alistair MacDonald (@F1LT3R) where he showed how to animate SVG with Canvas and a bunch of free tools. This week he has another demo for us that shows how you can use the new audio element in Firefox 3.5 with some canvas and JS to build a nice-looking […]

URL: https://hacks.mozilla.org/2009/06/audio-player-html5/

## 1604. better security and performance with native JSON

*Autor: Desconocido | Fecha: 2009-06-16T11:11:07-07:00*

Resumen: The JavaScript Object Notation (JSON) mechanism for representing data has rapidly become an indispensable part of the web developer's toolkit, allowing JavaScript applications to obtain and parse data intuitively, within scripts, with lightweight data encapsulation. Firefox 3.5 includes support for JSON natively by exposing a new primitive — window.JSON — to the top level object. […]

URL: https://hacks.mozilla.org/2009/06/security-performance-native-json/

## 1605. 3D transforms in Firefox 3.5 – the isocube

*Autor: Desconocido | Fecha: 2009-06-15T12:39:20-07:00*

Resumen: This demo was created by Zachary Johnson, a Minneapolis, MN based web developer who has also authored a jQuery plugin for animated "3D" rotation. I'd like to show an example of a visual effect that can be accomplished using the new -moz-transform CSS transformation property that is available in the Firefox 3.5 browser. I was […]

URL: https://hacks.mozilla.org/2009/06/3d-transforms-isocube/

## 1606. a short introduction to media queries in Firefox 3.5

*Autor: Desconocido | Fecha: 2009-06-15T07:55:02-07:00*

Resumen: This post is by Eric Shepherd, who leads Mozilla's documentation project at the Mozilla Developer Center. In this day and age, it's important for web content to support rendering on an increasingly wide variety of devices. Not only do users expect to use your content on their home computer, or read it printed on paper, […]

URL: https://hacks.mozilla.org/2009/06/media-queries/

## 1607. open video codecs and quality

*Autor: Desconocido | Fecha: 2009-06-15T06:24:53-07:00*

Resumen: This is a re-post (with permission) of a post that Greg Maxwell wrote in response to a comment by Chris DiBona from Google on a whatwg mailing list. The codecs being discussed are the same ones we'll be including in Firefox 3.5 and are also the same codecs that Mozilla, Wikipedia and others have been […]

URL: https://hacks.mozilla.org/2009/06/open-video-codecs-and-quality/

## 1608. web fonts and css features – a simple demonstration

*Autor: Desconocido | Fecha: 2009-06-13T21:25:08-07:00*

Resumen: This post is from Laurent Jouanneau, who was kind enough to build a very simple but elegant demonstration of how to use web fonts and some of the new CSS features in Firefox 3.5. View the Demo in Firefox 3.5 Shadows and round corners First, we set some style properties on the toolbar: -moz-border-radius -moz-border-radius:10px […]

URL: https://hacks.mozilla.org/2009/06/fonts-css-layout/

## 1609. DOM selectors API in Firefox 3.5

*Autor: Desconocido | Fecha: 2009-06-13T15:21:53-07:00*

Resumen: The Selectors API recommendation, published by the W3C, is a relatively new effort that gives JavaScript developers the ability to find DOM elements on a page using CSS selectors. This single API takes the complicated process of traversing and selecting elements from the DOM and unifies it under a simple unified interface. Out of all […]

URL: https://hacks.mozilla.org/2009/06/dom-selectors-api/

## 1610. geolocation with open street maps

*Autor: Desconocido | Fecha: 2009-06-12T19:50:17-07:00*

Resumen: This demo was created by René-Luc D'Hont. He created this demo for the 35 days project with open source software and open data from various projects. His company, 3Liz, specializes in open source GIS application development. Three days ago we had a post from Doug Turner describing how Geolocation works in Firefox 3.5. René-Luc has […]

URL: https://hacks.mozilla.org/2009/06/geolocation-open-street-maps/

## 1611. shadow boxing with -moz-box-shadow

*Autor: Desconocido | Fecha: 2009-06-12T05:00:03-07:00*

Resumen: Another fun CSS3 feature that's been implemented in Firefox 3.5 is box shadows. This feature allows the casting of a drop "shadow" from the frame of almost any arbitrary element. As the CSS3 box shadow property is still a work in progress, however, it's been implemented as -moz-box-shadow in Firefox. This is how Mozilla tests […]

URL: https://hacks.mozilla.org/2009/06/moz-box-shadow/

## 1612. what does tracemonkey feel like?

*Autor: Desconocido | Fecha: 2009-06-11T21:03:42-07:00*

Resumen: One of our goals with Firefox 3.5 is to help upgrade the web. Over the lifecycle of this release we've invested heavily in developer features. One of the features that we've invested in is TraceMonkey – a tracing interpreter that turns commonly-run JavaScript code into machine code so that it can run at near-native speeds. […]

URL: https://hacks.mozilla.org/2009/06/tracemonkey-demo/

## 1613. beautiful fonts with @font-face

*Autor: Desconocido | Fecha: 2009-06-11T07:22:07-07:00*

Resumen: This article is also available in Bulgarian. While Firefox 3.0 improved typographic rendering by introducing support for kerning, ligatures, and multiple weights along with support for rendering complex scripts, authors are still limited to using commonly available fonts in their designs. Firefox 3.5 removes this restriction by introducing support for the CSS @font-face rule, a […]

URL: https://hacks.mozilla.org/2009/06/beautiful-fonts-with-font-face/

## 1614. animating SVG with canvas and burst

*Autor: Desconocido | Fecha: 2009-06-10T18:49:04-07:00*

Resumen: Today's demo is short, but it also includes a long screencast that describes how it's put together. The demo's author, Alistair MacDonald (@F1LT3R), is one of the maintainers of Processing.js and the Burst engine, which is the basis for today's demo and tutorial. If you haven't clicked through to his site, I strongly suggest that […]

URL: https://hacks.mozilla.org/2009/06/rendering-svg-canvas-burst/

## 1615. stylish text with text-shadow

*Autor: Desconocido | Fecha: 2009-06-10T06:37:13-07:00*

Resumen: This post is from Frederic Wenzel, who works on Mozilla's Web Development team.

The text-shadow CSS property does what the name implies: It lets you create a slightly blurred, slightly moved copy of text, which ends up looking somewhat like a real-world shadow. The text-shadow property was first introduced in CSS2, but as it was […]
URL: https://hacks.mozilla.org/2009/06/text-shadow/

## 1616. add some ambiance to your videos

*Autor: Desconocido | Fecha: 2009-06-09T05:02:33-07:00*

Resumen: Note: this post was originally posted to the silverorange labs blog and was written by Mike Gauthier. Mike and other people at silverorange put this demo together for the 35 days project and we thank them. Also note that the demo below is extremely CPU-intensive. If you're interested in the effect and you don't have […]
URL: https://hacks.mozilla.org/2009/06/add-ambiance-to-your-videos/

## 1617. geolocation in Firefox 3.5

*Autor: Desconocido | Fecha: 2009-06-09T04:49:15-07:00*

Resumen: This post is from Doug Turner, one of the engineers who is behind the Geolocation support in Firefox 3.5. Location is all around us. As of this writing, I am in a coffee shop in Toronto, Canada. If I type google into the url bar, it takes me to www.google.ca, the Canadian version of Google, […]
URL: https://hacks.mozilla.org/2009/06/geolocation/

## 1618. content aware image resizing

*Autor: Desconocido | Fecha: 2009-06-08T07:55:26-07:00*

Resumen: Note: The author of the demo, Stéphane Roucheray, is a member of the PIMS team. The demo was first posted on the Pims World Labs weblog. View the demo in Firefox 3.5. Content Aware Image Resizing is a way to re-target an image size without modifying its content ratio, in other words : non-linear image […]
URL: https://hacks.mozilla.org/2009/06/content-aware-image-resizing/

## 1619. pushing pixels with canvas

*Autor: Desconocido | Fecha: 2009-06-08T06:06:40-07:00*

Resumen: This post was written by Paul Rouget, who is a member of the Mozilla Evangelism team. Paul lives in Paris, France and is well known for some of his amazing work with open video on the web among other things. Canvas, at its most simple level, is an easy way to draw bitmap data into […]
URL: https://hacks.mozilla.org/2009/06/pushing-pixels-with-canvas/

## 1620. Firefox 3.5 for 35 days – dreaming about the future of the web

*Autor: Desconocido | Fecha: 2009-06-04T12:21:20-07:00*

Resumen: Over the next 35 days we'll be talking about all of the new developer features in Firefox 3.5. The upcoming release of Firefox 3.5 is a big upgrade for users.  It includes new privacy features, improvements in interactive performance and a new JavaScript engine that will improve the experience for users using script-heavy web sites.  […]
URL: https://hacks.mozilla.org/2009/06/35-days/