



(Brave new world of) **HTML5**



Chris Mills, Opera Software / Webinale 2011, Berlin, May 31st

Open standards evangelist at **Opera**

HTML5 / CSS3 wrangler

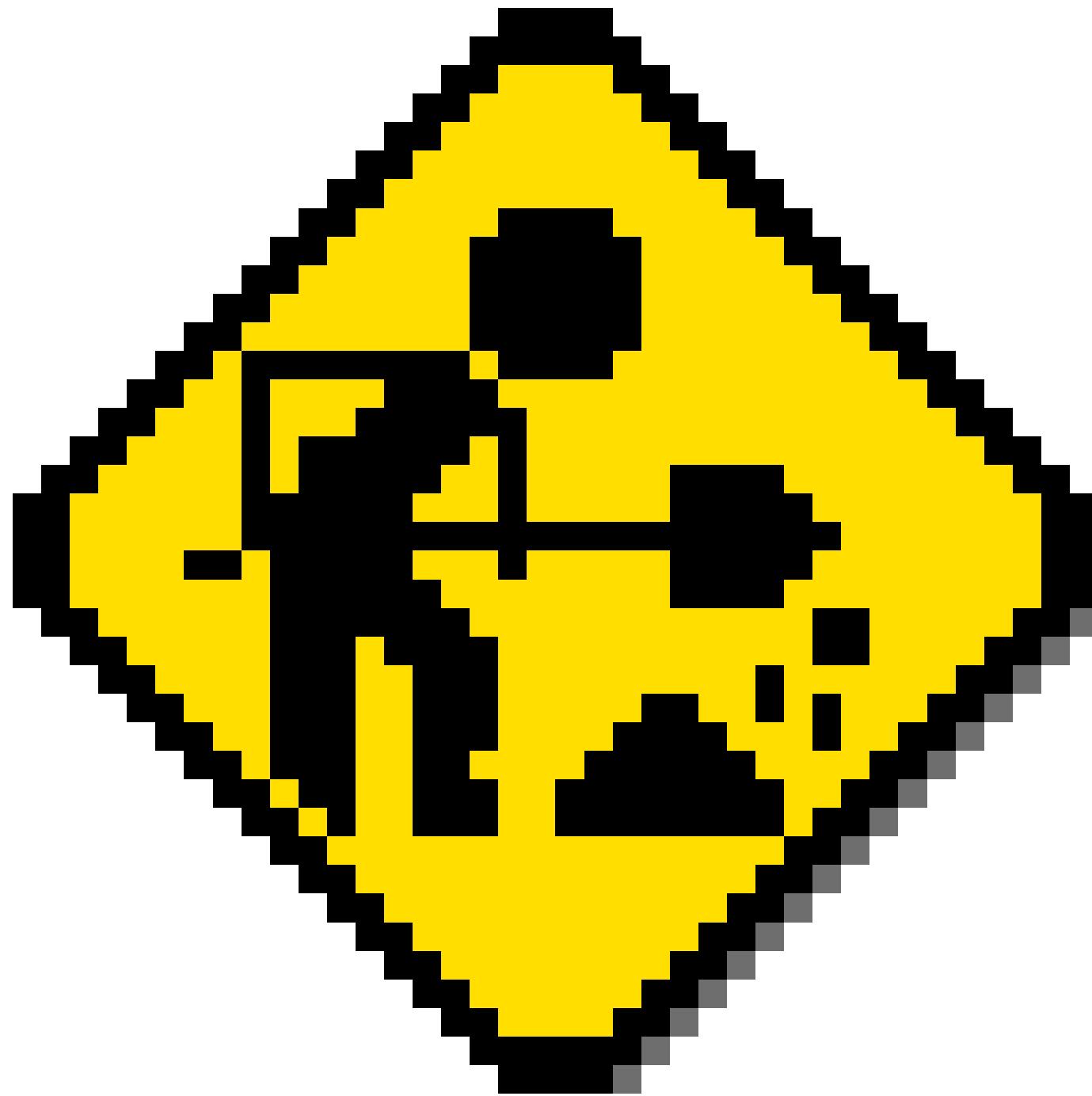
dev.opera.com

slideshare.net/chrisdavidmills

Education agitator

Also heavy metal drummer

...should I use **HTML5** today?



www.textfiles.com/underconstruction

Search TechRepublic:

in Blogs

Tech Sanity Check

by Jason Hiner, Editor in Chief



Subscribe



Alerts



Mobile

3G

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"there is already a lot of excitement for HTML5, but **it's a little too early to deploy** it because **we're running into interoperability issues.**"

Date: October 8th, 2010

Author: Jason Hiner

Category: Developers, Programming, Web browser

Tags: W3C, HTML 5, Jason Hiner

27 comments) [JOIN THE DISCUSSION](#)

Philippe Le Hegaret, W3C interaction domain leader

HTML5 is about to take the training wheels off the Web and unleash a new generation of Internet applications. That has Web developers, cloud computing startups, and the big three tech companies — Microsoft, Google, and Apple — salivating over the possibilities for new and improved Web products with desktop-like capabilities.

However, the World Wide Web Consortium (W3C), the official governing body that oversees HTML5, warned the Web community this week that HTML5 is not yet a ratified standard and that implementing it too soon is

blogs.techrepublic.com.com/hiner/?p=6369

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"Web 2.0"

Internet Explorer
!= Internet

facebook

Your website

<http://www.flickr.com/photos/24374884@N08/4603715307/>

HTML



HTML5...without the hype?

A **brief history** of **HTML5**

1999 HTML 4.01

2000 XHTML 1.0



2004 **W3C** focus on **XHTML 2.0**
...the future is XML-based!

WHATWG

Web Hypertext Application Technology Working Group



2007 **W3C HTML5 WG**

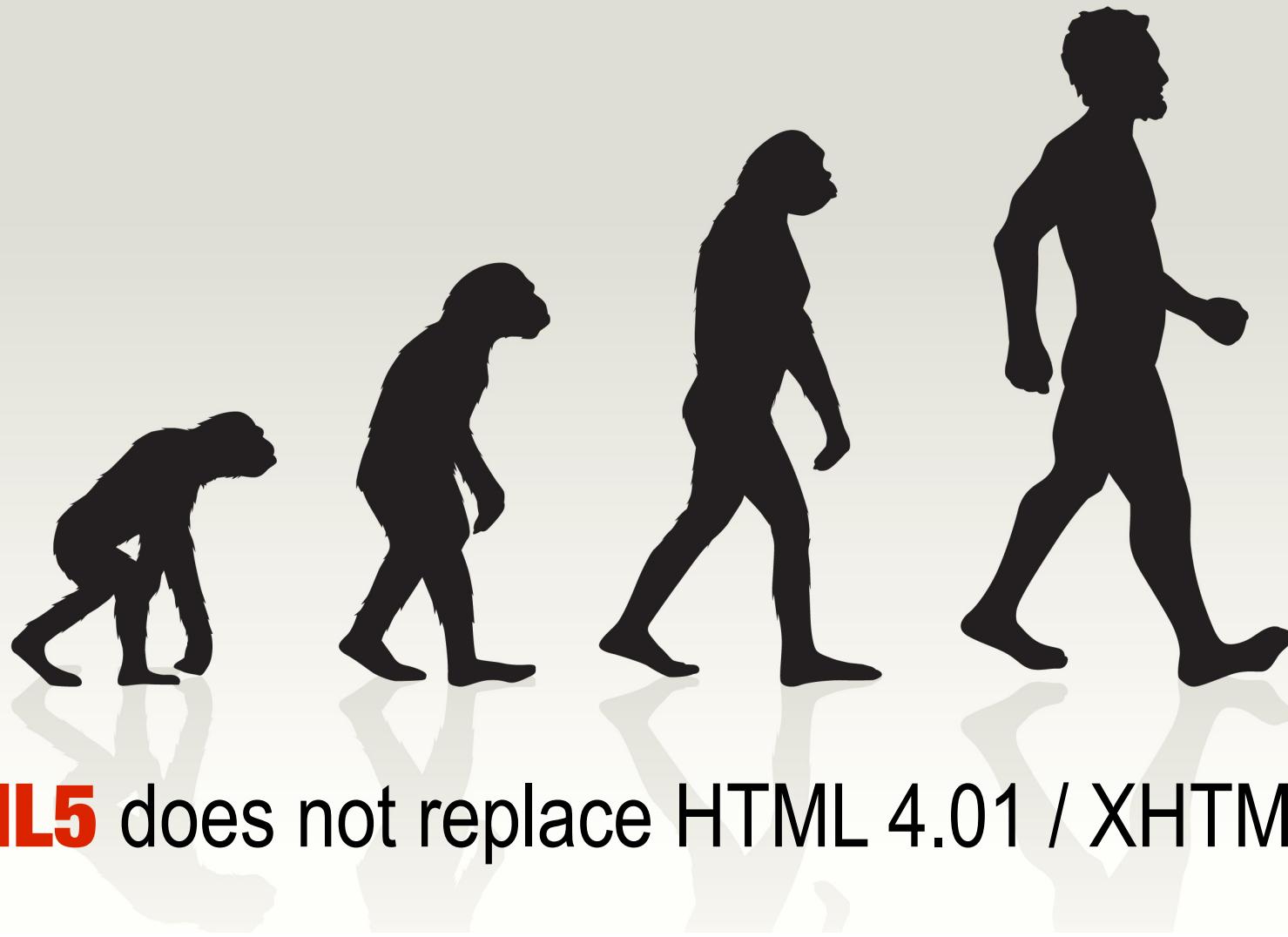


make

#browserlove

not

#browserwar



HTML5 does not replace HTML 4.01 / XHTML 1.0

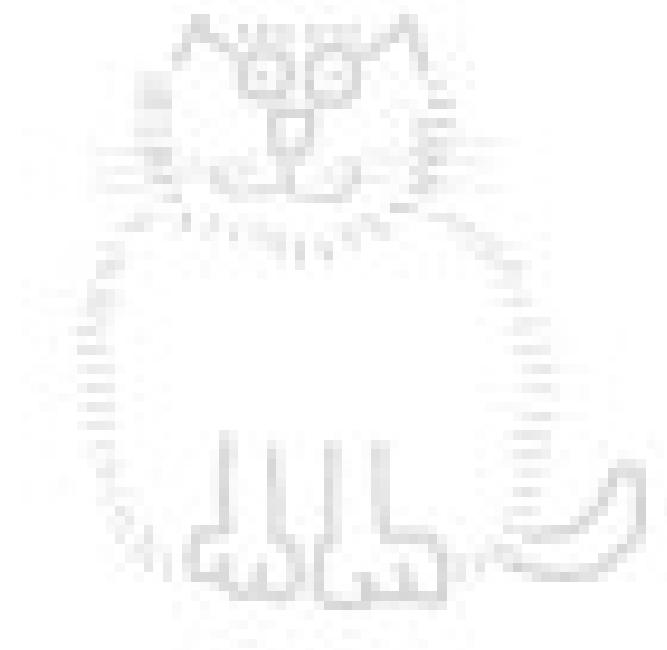


HTML5 has more **bling!**

“...extending the language to **better support Web applications** [...] This puts **HTML in direct competition** with other technologies[...] , in particular **Flash** and **Silverlight.**”

Ian Hickson, Editor of HTML5

<http://lists.w3.org/Archives/Public/public-html/2009Jan/0215.html>



**HTML4.01 primarily defined
markup elements**

**HTML5 supercedes
HTML 4.01, XHTML 1.0
and DOM Level 2 HTML**

HTML5 adds/redefines markup elements

header, footer, nav, article ...

HTML5 extends DOM Level 2

**innerHTML / outerHTML
getElementsByClassName()**

HTML5 aimed at browser devs

**detailed algorithms for
processing/error correction**

1. forms

2. multimedia

3. web apps

1. forms

2. multimedia

3. web apps

improved form elements

because the web is more interactive

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jQuery UI provides abstractions for low-level interaction and animation, advanced effects and high-level, themeable widgets, built on top of the jQuery JavaScript Library, that you can use to build highly interactive web applications.



Rich effects and UI widgets

jQuery UI features low-level effect and interaction API's (like drag and drop) as well as full-featured and highly configurable ready-to-use widgets. Supports IE 6.0+, Firefox 3+, Safari 3.1+, Opera 9.6+ and Google Chrome.

[Browse all effects & widgets](#)



Powerful theme framework

Unique CSS framework, ThemeRoller tool and theme gallery makes creating a custom look and feel for your application fast and easy.

- [Explore the theme gallery](#)
- [Design a custom theme](#)



Flexible & easy to learn

Leverages the power of jQuery, making it easy to start right away with detailed documentation, tutorials and a vibrant community.

- [Get started](#)
- [View documentation](#)
- [Join the discussion](#)

jqueryui.com

[Download jQuery UI](#)

[Build custom download](#)

Stable (1.8.6: jQuery 1.3.2+)

Legacy (1.7.3: jQuery 1.3+)

Recent activity

jQuery UI 1.8 adds position, button, autocomplete, new widget factory, lighter core.
[What's new](#)

Help us design future plugins
[Planning wiki](#)

Developer links

- [Latest dev bundle \(1.8.6\)](#)
- [Fork jQuery UI on GitHub](#)
- [Google CDN for jQuery UI](#)
- [Development status](#)
- [Development & planning wiki](#)

Books about jQuery UI



jQuery UI 1.7: The User Interface Library for jQuery
Dan Wellman
[Buy Now](#)

rich form elements without JavaScript

```
<input type="date">
<input type="time">
<input type="month">
<input type="week">
<input type="datetime" ... >
<input type="range">
<input type="number">

<input type="file" multiple>

<input ... autofocus>
<input ... autocomplete>
```

built-in validation without JavaScript

```
<input ... required>  
<input type="tel">  
<input type="email">  
<input type="url">  
<input ... pattern="[a-z]{3}[0-9]{3}">  
<input type="number" min="1" max="5">  
...
```

HTML5 forms: some new types / features

number

```
<input type="number" [...] min=0 max=15>
```

range

6

```
<input type="range" [...] min=0 max=15 step=1>
<output onforminput="value=blah.value">0</output>
```

date

Lun	Mar	Merc	Gio	Ven	Sab	Dom
25	26	27	28	29	30	1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31	1	2	3	4	5

people.opera.com/patrickl/experiments/forms/newtypes.html

```
<option label="Mr" value="Mr">
<option label="Ms" value="Ms">
<option label="Prof" value="Mad Professor">
</datalist>
```

HTML5 forms: validation

url

```
http://www.test.com
```

```
<input [...] type="url">
```

email

```
not-an-email
```

Si prega di inserire un
indirizzo email valido

```
<input [...] type="email">
```

text with regexp [a-z]{3}[0-9]{3}

```
Three letters and three dig
```

```
<input [...] pattern="[a-z]{3}[0-9]{3}">
```

people.opera.com/patrickl/experiments/forms/validation.html

validity checking with JavaScript

```
form.checkValidity()  
formElement.checkValidity()
```

```
formElement.setCustomValidity()
```

```
formElement.validity
```

```
interface ValidityState {  
    readonly attribute boolean valueMissing;  
    readonly attribute boolean typeMismatch;  
    readonly attribute boolean patternMismatch;  
    readonly attribute boolean tooLong;  
    readonly attribute boolean rangeUnderflow;  
    readonly attribute boolean rangeOverflow;  
    readonly attribute boolean stepMismatch;  
    readonly attribute boolean customError;  
    readonly attribute boolean valid;  
};
```

1. forms

2. multimedia

3. web apps

<bling> ?

<video>

Adobe Flash currently **most common**
video delivery mechanism

```
<object width="425" height="344">
  <param name="movie"
value="http://www.youtube.com/v/9sEI1AUFJKw&hl=en
&fs=1"></param>
  <param name="allowFullScreen"
value="true"></param>
  <param name="allowScriptAccess"
value="always"></param>
  <embed
src="http://www.youtube.com/v/9sEI1AUFJKw&hl=en&f
s=1" type="application/x-shockwave-flash"
allowScriptAccess="always" allowFullScreen="true"
width="425" height="344"></embed>
</object>
```

<video src="video.webm"></video>

```
<video src="video.webm"
       controls
       autoplay
       loop
       preload="none"
       poster="poster.jpg"
       width="320" height="240">
    <a href="video.webm">Download movie</a>
</video>
```

video as native object

- behaves like any other HTML element
- **keyboard accessibility** out-of-the-box

powerful (simple) API

controlling <video> with **JavaScript**

```
var v = document.getElementById('player');

v.play();
v.pause();
v.volume = ... ;
v.currentTime = ... ;

...
```

events fired by <video>

```
var v = document.getElementById('player');

v.addEventListener('loadeddata', function() { ... }, true)
v.addEventListener('play', function() { ... }, true)
v.addEventListener('pause', function() { ... }, true)
v.addEventListener('timeupdate', function() { ... }, true)
v.addEventListener('ended', function() { ... }, true)

...
```

Video with external controls

HTML5 [video element](#) with external JavaScript controls.



people.opera.com/patrickl/experiments/webm/basic-controls

HTML5 <video>

Fancy video controls with JavaScript



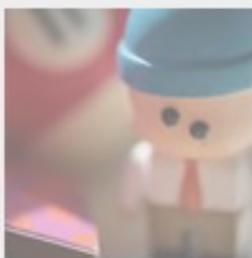
Video: [Patrick H. Lauke](#). Music: [Kevin MacLeod](#). [Creative Commons Attribution 3.0](#)

[Dev.Opera – Opera Developer Community](#)

people.opera.com/patrickl/experiments/webm/fancy-controls

HTML5 <video>

Fancy video swap with .webm, .ogv and .mp4



Video: [Patrick H. Lauke](#), Music: [Kevin MacLeod](#), Creative Commons Attribution 3.0

Dev.Opera – Opera Developer Community

people.opera.com/patrickl/experiments/webm/fancy-swap

HTML5 means all your
old dHTML is cool again!

video formats the big debate?

HTML5 does **not** specify
video container/codec
(same as with images in HTML 4.01)

MP4/H.264

or

Ogg Theora

or

WebM/VP8

MP4 / H.264



ubiquitous, patent encumbered, licensing/royalties

Ogg Theora



**free and open, no licensing fees
not many tools for it, not web optimised**

WebM / VP8



**open and royalty-free, web-optimised
support by hardware and software vendors**

providing **multiple sources**

```
<video controls autoplay poster="..." width="..." height="...">
  <source src="movie.mp4" type="video/mp4" />
  <source src="movie.webm" type="video/webm" />

  <!-- fallback content -->
</video>
```

flash fallback for older browsers

http://camendesign.com/code/video_for_everybody

```
<video controls autoplay poster="..." width="..." height="...">
  <source src="movie.mp4" type="video/mp4" />
  <source src="movie.webm" type="video/webm" />

  <object width="..." height="..." type="application/x-
shockwave-flash" data="player.swf">
    <param name="movie" value="player.swf" />
    <param name="flashvars" value=" ... file=movie.mp4" />
    <!-- fallback content -->
  </object>

</video>
```

<audio>

audio...exactly the same as video

```
<audio src="music.mp3" controls autoplay ... ></audio>

<audio controls autoplay>
  <source src="music.mp3" type="audio/mpeg" />
  <source src="music.oga" type="audio/ogg" />
  <!-- fallback content -->
</audio>
```

formats: **MP3** vs **Ogg Vorbis** (vs WAV)

<canvas>

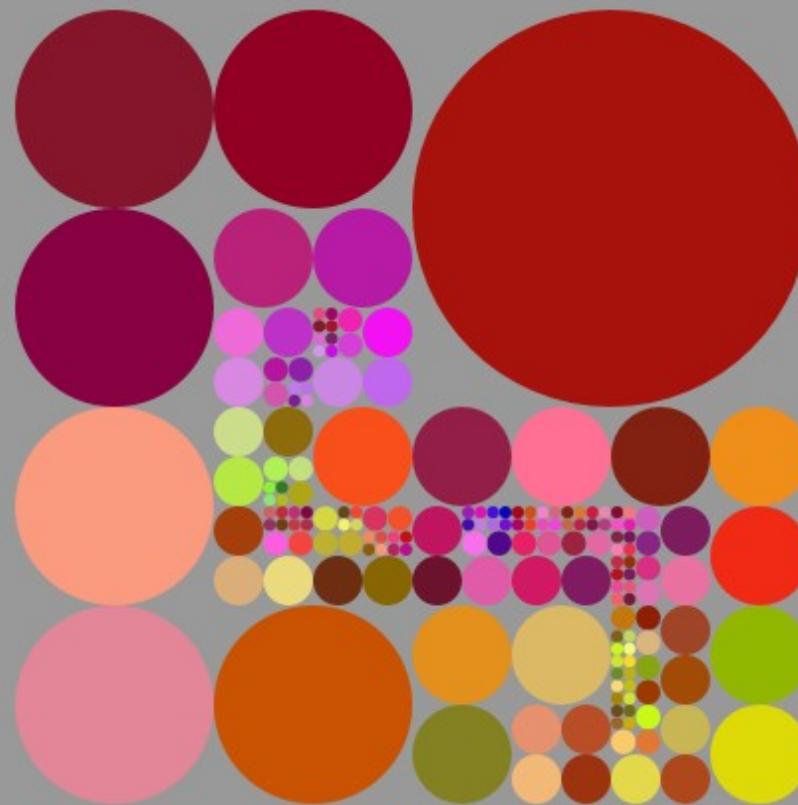
canvas = “scriptable images”

```
<canvas width="..." height="...">/<canvas>
```

canvas has standard API methods for drawing

```
ctx = canvas.getContext("2d");
ctx.fillRect(x, y, width, height);
ctx.beginPath();
ctx.moveTo(x, y);
ctx.lineTo(x, y);
ctx.bezierCurveTo(x1, y1, x2, y2, c1, c2);
```

HTML5 canvas and touch events



people.opera.com/patrickl/experiments/canvas/particle/3

>> HOME

ABSTRACT01js

Marius Watz (2003/2010)

INTERACTIVE AUTOMATIC

ABOUT



mariuswatz.com/works/abstract01js

Built with Processing.js

canvas drawing ready-made images

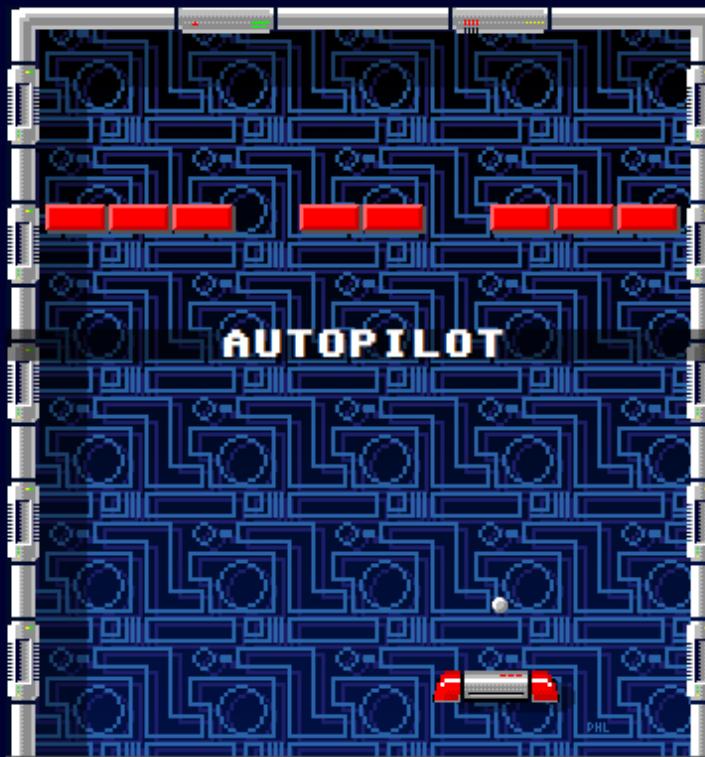
```
ctx = canvas.getContext("2d");

var logo = new Image();
logo.src = 'logo.png';

ctx.drawImage(logo,x1,y1,w1,h1,x2,y2,w2,h2);
```

or call in an existing image **already on the page**

PARANOID 0.3



INSTRUCTIONS

To control the paddle, use the
mouse, touchscreen or keyboard.

- (a) toggle autopilot
- (<) Move left
- (>) Move right

Font by freakyfonts.de

wwwsplintered.co.uk/experiments/archives/paranoid_0.3

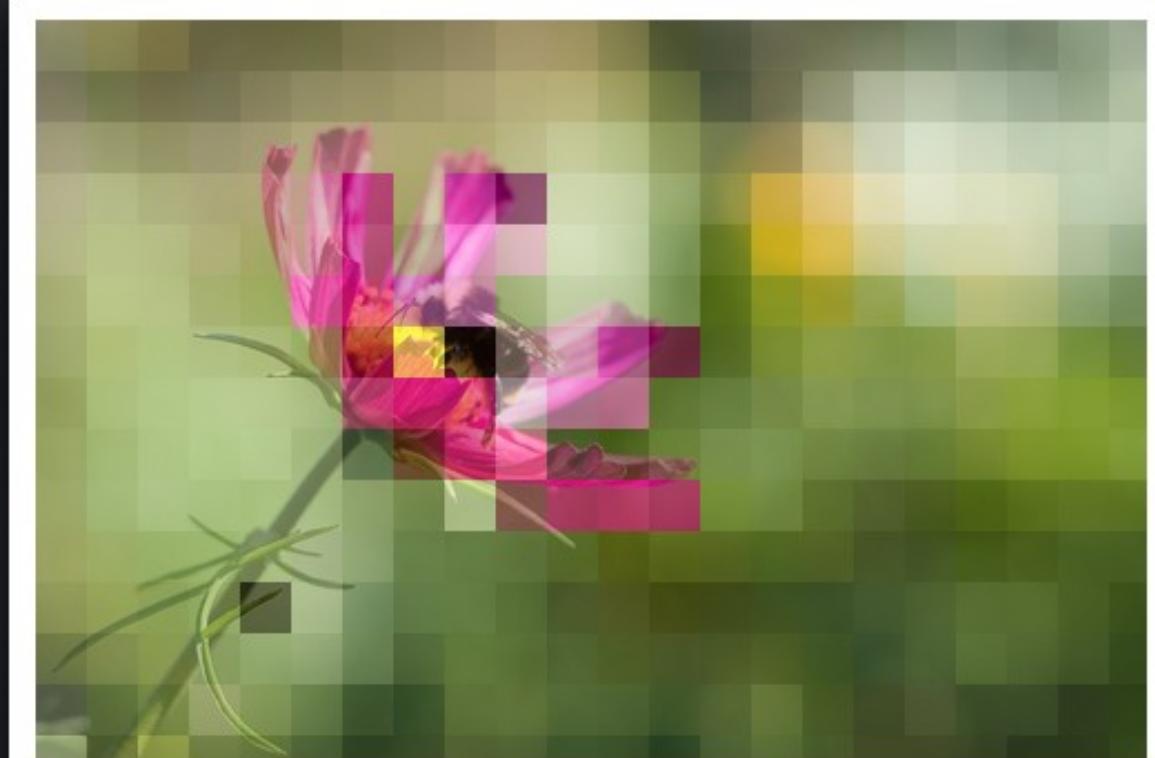
canvas access to image data array

```
ctx = canvas.getContext("2d");
canvasData = ctx.getImageData(x,y,w,h);
```

```
[R,G,B,A,R,G,B,A,R,G,B,A,R,G,B,A, ... ]
```

PaintbrushJS Playground

by Dave Shea
@mezzoblue



Filter: Mosaic

Opacity:

Size:

github.com/mezzoblue/PaintbrushJS

PaintbrushJS is a lightweight browser-based image processing library built with Javascript and canvas. All photos by Dave Shea.

[Download Now](#)

canvas also works with **video**

```
ctx = canvas.getContext("2d");
v = document.getElementById('player');

ctx.drawImage(v,x1,y1,w1,h1,x2,y2,w2,h2);
```

grab **currently displayed frame** (update as appropriate)

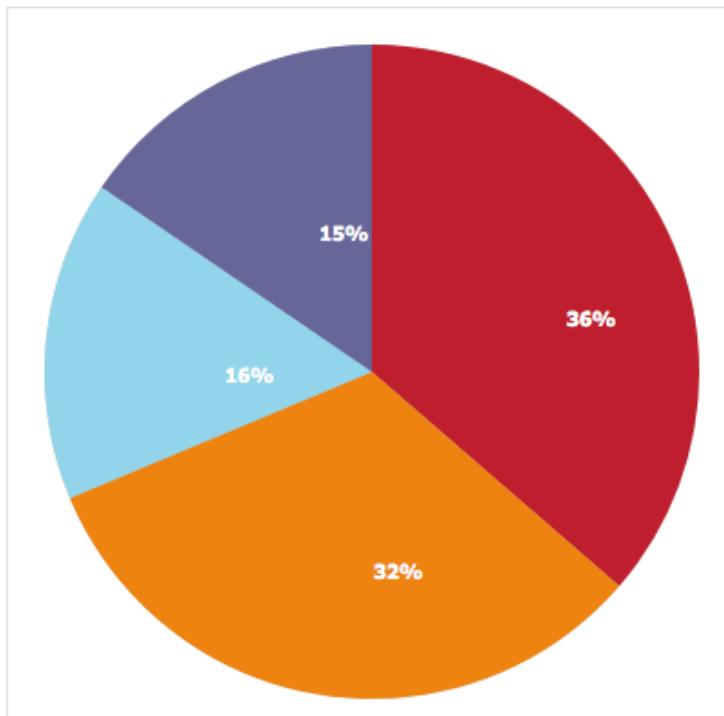


html5doctor.com/video-canvas-magic

Member Data from 2000 to 2006 *Click values to edit*

	2000	2001	2002	2003	2004	2005	2006
Mary	150	160	40	120	30	70	70
Tom	3	40	30	45	35	49	70
Brad	10	00	10	85	25	79	70
Kate	40	80	90	25	15	119	200

Pie Chart Generated from HTML table:



www.filamentgroup.com/examples/charting

readme.txt - editing with Bespin - Mozilla Firefox

File Edit View History Bookmarks Tools Help

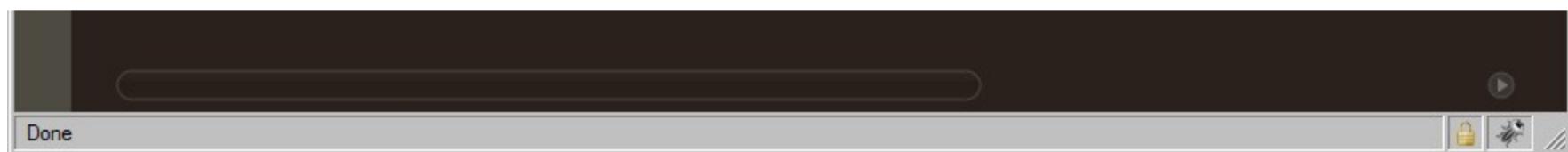
mozilla.com https://bespin.mozilla.com Google

readme.txt - editing with Bespin

Bespin > SampleProject - readme.txt Version 0.4.4 "Bubba Ho-Tep"

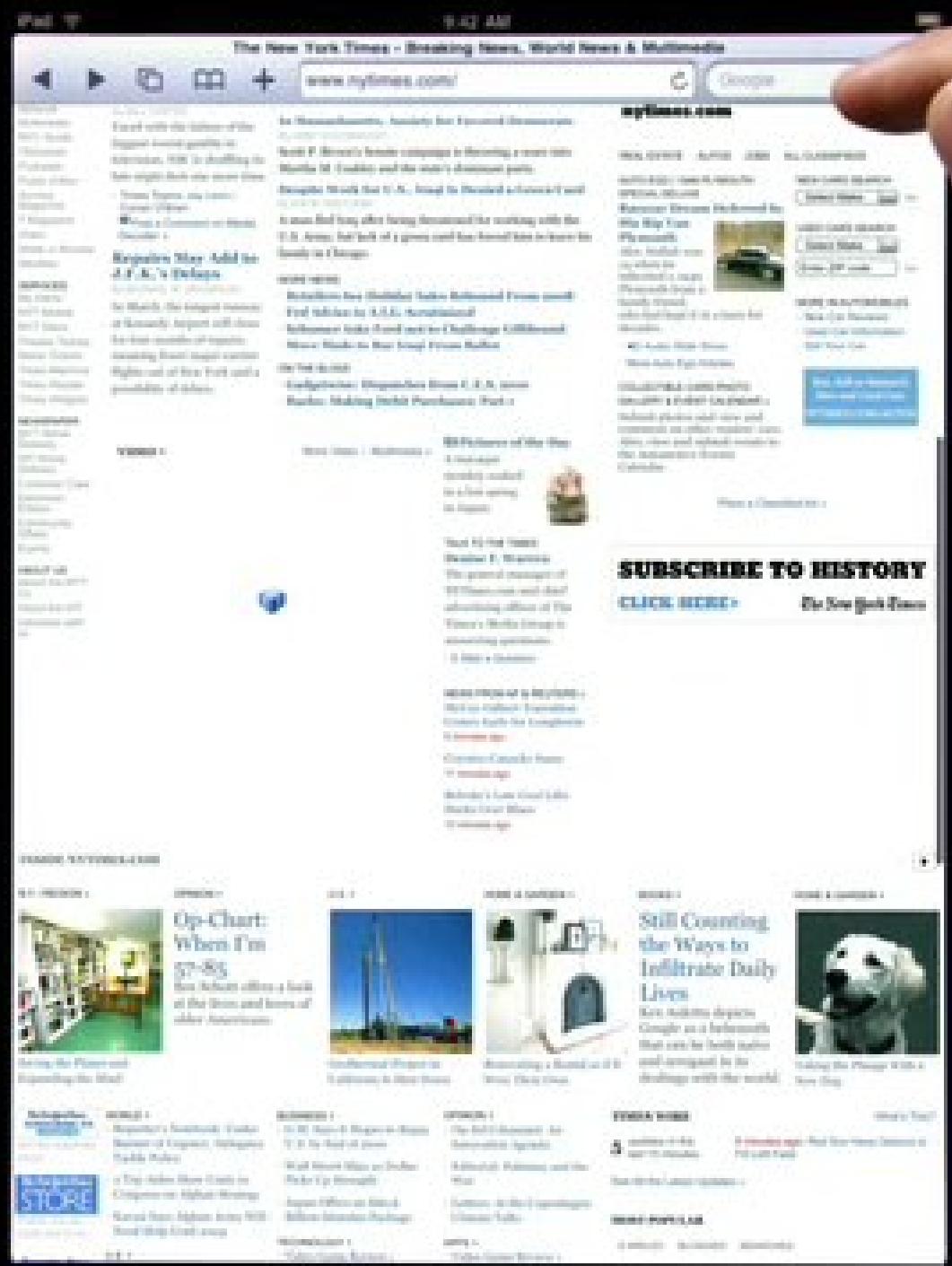
```
1 welcome to Bespin!
2 -----
3
4 A few helpful tips:
5
6 * To jump between the command line and the editor, simply hit ctrl-J
7
8 * To turn on "strictlines" mode, which means that you can't click anywhere in the editor, and instead are
9
10 Check out:
11
12 * FAQ: https://wiki.mozilla.org/Labs/Bespin/FAQ
13 * Our initial announcement: http://labs.mozilla.com/2009/02/introducing-bespin
```

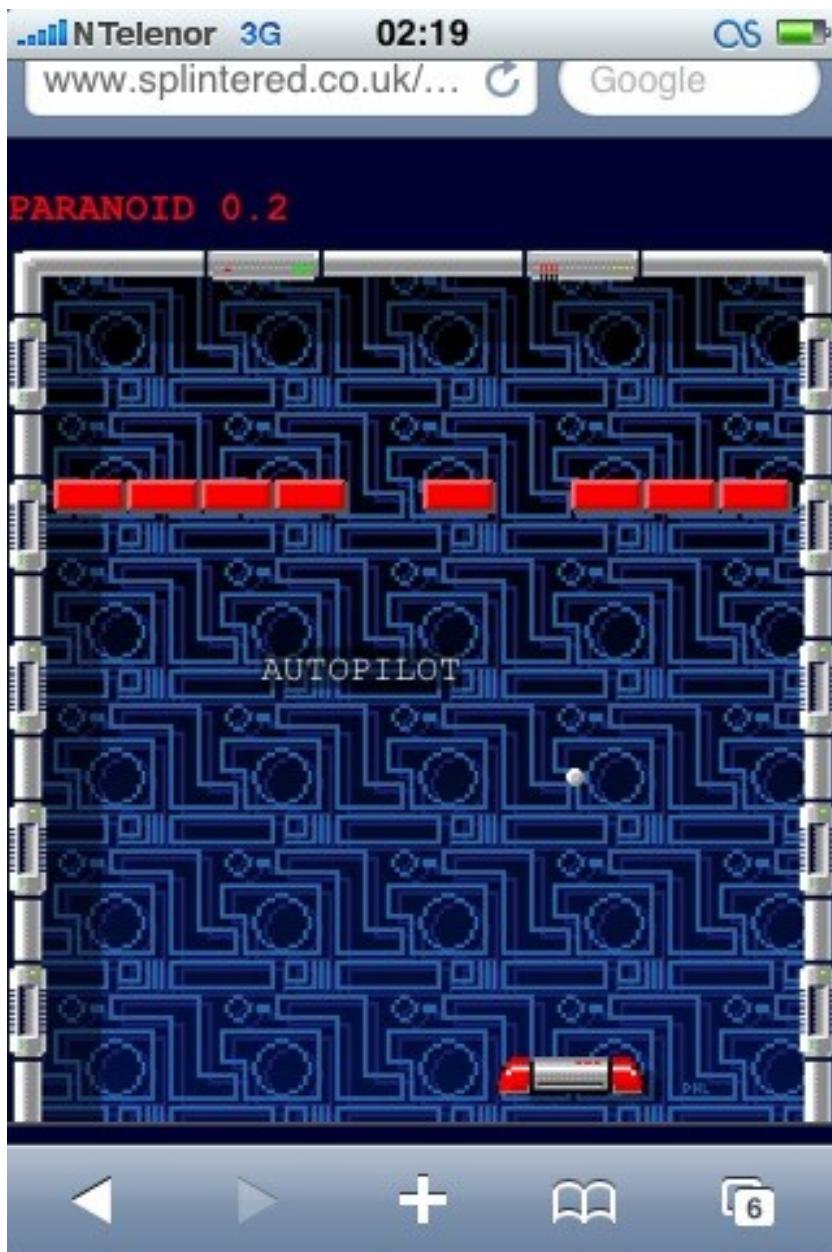
canvas accessibility?



video, audio and canvas on any device
without plugins

(Java / Flash / Silverlight not ubiquitous)



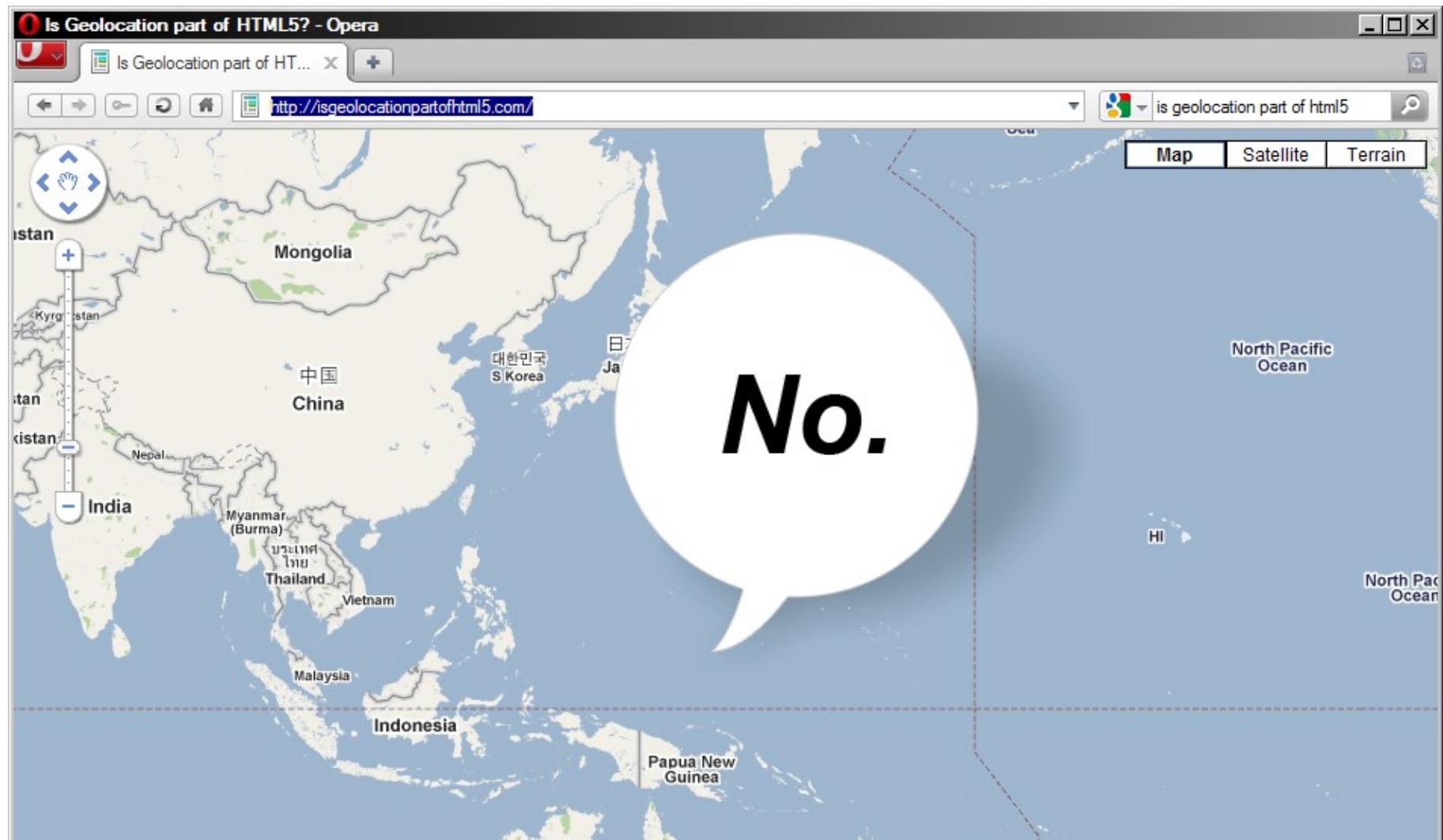


1. forms

2. multimedia

3. web apps

HTML5 (and friends) has
lots more APIs for developers
(for powerful client-side apps)

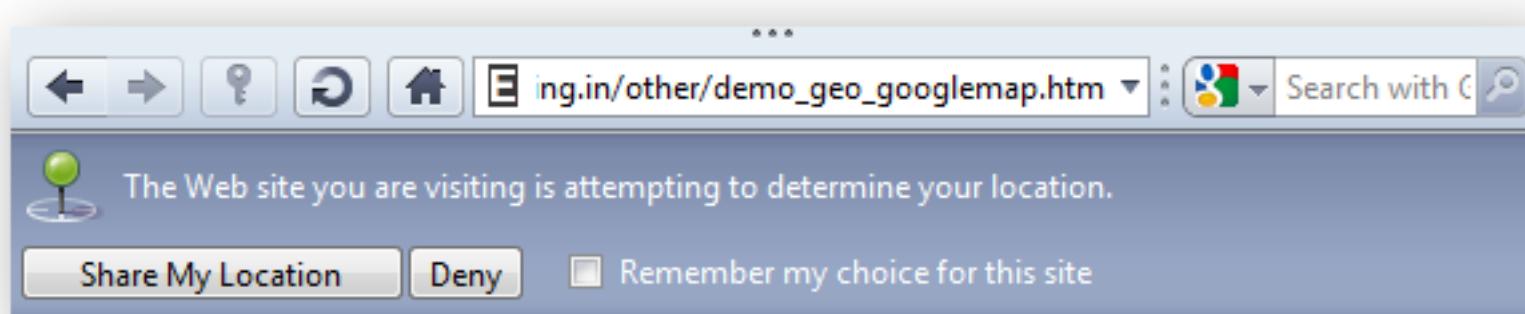


isgeolocationpartofhtml5.com



geolocation

```
navigator.geolocation.getCurrentPosition(success, error);  
navigator.geolocation.watchCurrentPosition(success, error);  
  
function success(position) {  
    /* where's Wally? */  
    var lat = position.coords.latitude;  
    var long = position.coords.longitude;  
    ...  
}
```



application cache

```
<html manifest="blah.manifest">
```

CACHE MANIFEST

```
# send this with correct text/cache-manifest MIME  
images/sprites.png  
scripts/common.js  
scripts/jquery.js  
styles/global.css
```

NETWORK:

```
# never cached (apart from normal caching mechanism)  
onlineonly.css
```

FALLBACK:

```
# pattern matching. fallback file will also be cached  
images/ images/not-offline.png
```

data storage

cookies and their limitations...

```
document.cookie = 'key=value; expires=Thu, 15 Feb 2010  
23:59:59 UTC; path=/'
```

...

```
/* convoluted string operations go here ... */
```

localStorage/sessionStorage

```
localStorage.setItem(key, value);  
localStorage.getItem(key);  
localStorage.clear();  
localStorage.key = value;  
if (localStorage.key == '...') { ... }  
...
```

localStorage – persistent per domain

sessionStorage – current URL and window in session

WebSQL

relational DB / SQL in browser

```
var db =  
openDatabase(dbName, version, displayName, expectedSize);  
  
db.transaction(function(tx) {  
    tx.executeSql(sqlStatement, [], function(tx, result) {  
        /* do something with the results */  
    }) ;  
}) ;
```

not being developed further (IE/Mozilla prefer **IndexedDB**)
– nonetheless available **right now in Opera+WebKit!**

etc

File API, Web Workers, History API, Web Messaging,
Drag and Drop, Server-Sent Events...



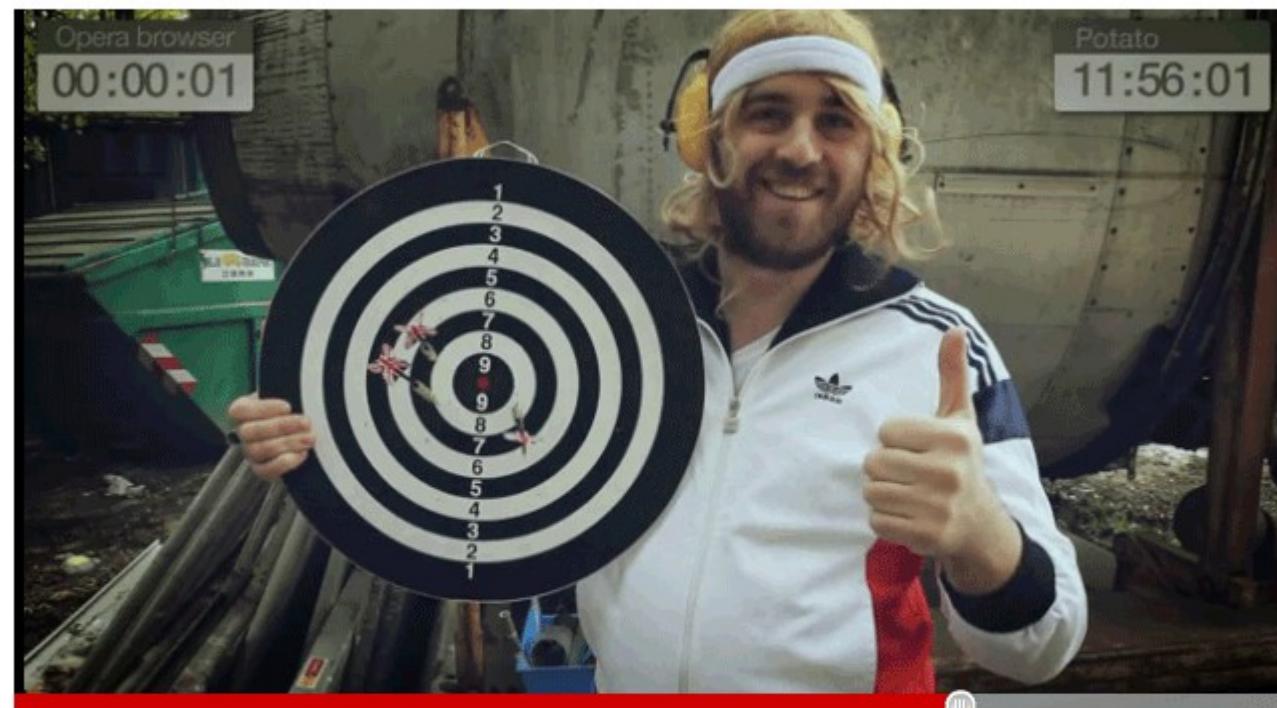
is it all safe to use, right now?

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WORLD RECORD SPEED TEST

[operasoftware](#)

70 videos

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01:17 / 01:43

HTML5 WEBM

Normal

360p

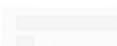
[operasoftware](#)

| 27 May 2010

This is a world record speed test. So there you have it. Download Opera from ...

As Seen On: [engadget.com](#)**1,231,478**

views



Save to

Share



www.youtube.com/html5

Respond to this video...

Progress & Meter - Working Draft

Method of indicating a progress state (progress element) or the current level of a gauge (meter element).

Global user stats *:

Support: 17.48%

TOP

Resources: [Dev.Opera article](#) [HTML5 Doctor on <meter>](#) [Examples of progress and meter elements](#)

	IE	Firefox	Safari	Chrome	Opera	iOS Safari	Opera Mini	Opera Mobile	Android Browser
Two versions back	7.0	3.5	3.2	9.0	10.6	3.2			2.1
Previous version	8.0	3.6	4.0	10.0	11.0	4.0-4.1		10.0	2.2
Current	9.0	4.0	5.0	11.0	11.1	4.2-4.3	5.0-6.0	11.0	2.3 3.0

Parent feature: [HTML5 form features](#)

[Feedback](#)

Datalist element - Working Draft

Method of setting a list of options for a user to select in a text field, while leaving the ability to enter a custom value.

Global user stats *:

Support: 8.46%

Resources: [Mozilla Hacks article](#) [HTML5 Library including datalist support](#) [MDN reference](#)

	IE	Firefox	Safari	Chrome	Opera	iOS Safari	Opera Mini	Opera Mobile	Android Browser
Two versions back	7.0	3.5	3.2	9.0	10.6	3.2			2.1
Previous version	8.0	3.6	4.0	10.0	11.0	4.0-4.1		10.0	2.2
Current	9.0	4.0	5.0	11.0	11.1	4.2-4.3	5.0-6.0	11.0	2.3 3.0

Parent feature: [HTML5 form features](#)

[Feedback](#)

Details & Summary elements - Working Draft

The <details> element generates a simple no-JavaScript widget to show/hide element contents, optionally by clicking on its child <summary> element.

Global user stats *:

Support: 0.18%

Resources: [HTML5 Doctor article](#) [Fallback script](#) [jQuery fallback script](#)

	IE	Firefox	Safari	Chrome	Opera	iOS Safari	Opera Mini	Opera Mobile	Android Browser
Two versions back	7.0	3.5	3.2	9.0	10.6	3.2			2.1
Previous version	8.0	3.6	4.0	10.0	11.0	4.0-4.1		10.0	2.2
Current	9.0	4.0	5.0	11.0	11.1	4.2-4.3	5.0-6.0	11.0	2.3 3.0

[Feedback](#)

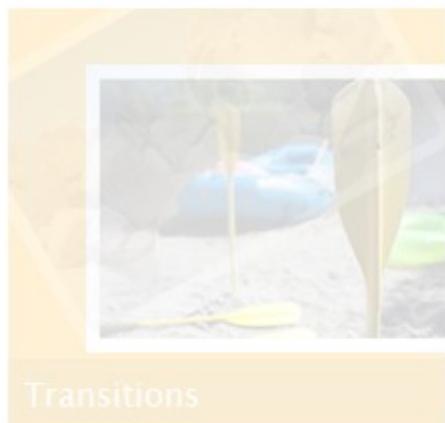
caniuse.com

A photograph of two goats, one brown and one black, standing on a bed of wood chips. They are facing each other and appear to be sniffing. A red collar is visible on the brown goat's neck.

don't do **browser sniffing**



Video



Transitions



VR



You'll need to download Safari to view this demo.

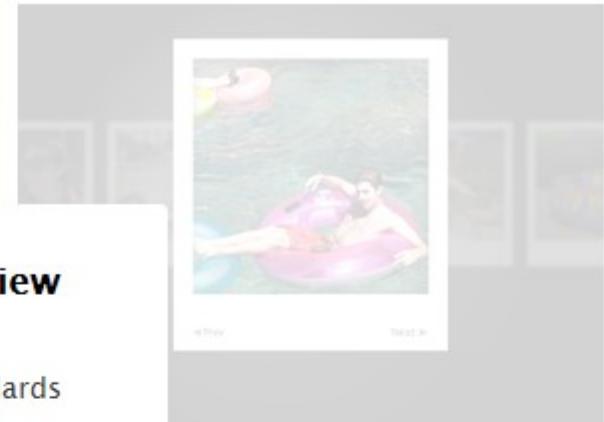
This demo was designed with the latest web standards supported by Safari. If you'd like to experience this demo, simply download Safari. It's free for Mac and PC, and it only takes a few minutes.



Safari

For Mac + PC

[Download Safari ▾](#)



Developers: Learn how to do it yourself.

Visit the Safari Dev Center for more information about HTML5 and to see how you can add effects like these to your website today.

[Learn more ▾](#)



APPENDIX A: THE ALL-IN-ONE ALMOST-ALPHABETICAL NO-BULLSHIT GUIDE TO DETECTING EVERYTHING



(Confused? Read [Detecting HTML5 Features](#) for a conceptual introduction. Want an all-in-one library instead? Try [Modernizr](#).)

feature-detection

`<audio>`

`return !!document.createElement('audio').canPlayType;`

progressive enhancement, graceful degradation

`<audio> in MP3 format`

<http://diveintohtml5.org/everything.html>

```
var a = document.createElement('audio');

return !(a.canPlayType && a.canPlayType('audio/mpeg;').replace(/no/, ''));
```

Latest release:

1.7

FEBRUARY 20: Version 1.7 nerfs the WebGL/Chrome9 issue, Opera color input fix, faster (no release notes yet).

What is Modernizr?

Modernizr adds classes to the `<html>` element which allow you to target specific browser functionality in your stylesheet. You don't actually need to write any Javascript to use it.

Have you ever wanted to do if-statements in your CSS for the availability of cool features like `border-radius`? Well, with Modernizr you can accomplish just that! The syntax is very intuitive, too:

```
.multiplebgs div p {  
    /* properties for browsers that  
       support multiple backgrounds */  
}  
  
.nombulebgs div p {  
    /* optional fallback properties  
       for browsers that don't */  
}
```

Modernizr is a small and simple JavaScript library that helps you take advantage of emerging web technologies (CSS3, HTML 5) while still maintaining a fine level of control over older browsers that may not yet support these new technologies.

Modernizr uses feature detection to test the current browser against upcoming features like `rgba()`, `border-radius`, `CSS Transitions` and many more. These are currently being implemented across browsers and with Modernizr you can start using them right now, with an easy way to control the fallbacks for browsers that don't yet support them.

Additionally, Modernizr creates a self-titled global JavaScript object which contains properties for each feature; if a browser supports it, the property will evaluate

Modernizr detects support for:

<code>@font-face</code>	✓	<code>CSS Transitions</code>	✓
<code>Canvas</code>	✓	<code>Geolocation API</code>	✓
<code>Canvas Text</code>	✓	<code>localStorage</code>	✓
<code>HTML5 Audio</code>	✓	<code>sessionStorage</code>	✓
<code>HTML5 Video</code>	✓	<code>SVG</code>	✓
<code>rgba()</code>	✓	<code>SVG Clipping</code>	✓
<code>hsia()</code>	✓	<code>Inline SVG</code>	
<code>border-image:</code>	✓	<code>Drag and Drop</code>	
<code>border-radius:</code>	✓	<code>hashchange</code>	✓
<code>box-shadow:</code>	✓	<code>X-window Messaging</code>	✓
<code>text-shadow:</code>	✓	<code>History Management</code>	
<code>opacity:</code>	✓	<code>applicationCache</code>	✓
<code>Multiple backgrounds</code>	✓	<code>Touch events</code>	
<code>Flexible Box Model</code>		<code>Web Sockets</code>	
<code>CSS Animations</code>		<code>Web Workers</code>	✓
<code>CSS Columns</code>	✓	<code>Web SQL Database</code>	✓
<code>CSS Gradients</code>	✓	<code>WebGL</code>	
<code>CSS Reflections</code>		<code>IndexedDB</code>	
<code>CSS 2D Transforms</code>	✓	<code>Input Types</code>	
<code>CSS 3D Transforms</code>		<code>Input Attributes</code>	‡
<code>CSS Transitions</code>	✓		

A green checkmark behind a feature indicates your current browser supports this.

Modernizr also enables you to use more semantic elements from the HTML5 spec, even in Internet Explorer. See [the documentation](#) for details.

Version: 1.7
Compressed size: 3.7 kb gzipped

modernizr.com



[Download 41kb uncompressed version](#)

or create a custom Modernizr build

Input Attributes



RSS

Modernizr on Twitter

For our new ASP.NET MVC Tools 3 users, this HTML5 localStorage tutorial is worth a read: <http://j.mp/fVu6pq>
18 days ago

We're excited that Modernizr will be shipped with ASP.NET MVC 3 Tools along with jQuery, as announced at #MIX11!
26 days ago

We just landed some seriously slick code from @thecssninja <http://goo.gl/4rOKe> Thanks, Ryan!
27 days ago

[SEE MORE TWEETS »](#)

Modernizr & HTML5



Modernizr is the right micro-library to get you off and running with HTML5 & CSS3 today.

HTML5 Cross browser Polyfills

[Edit](#)[History](#)[New Page](#)

So here we're collecting all the shims, fallbacks, and polyfills in order to implant html5 functionality in browsers that don't natively support them.

The general idea is that: we, as developers, should be able to develop with the HTML5 apis, and scripts can create the methods and objects that should exist. Developing in this future-proof way means as users upgrade, your code doesn't have to change but users will move to the better, native experience cleanly.

Looking for a way to conditionally load these scripts client-side based on feature detects? See [yepnope.js](#)

The All-In-One Entirely-Not-Alphabetical No-Bullshit Guide to HTML5 Fallbacks

svg

- [svgweb](#) by brad neuberg & others
 - fallback via Flash
- [Raphaël](#) by dmitry baranovicius
 - abstracted API. adds features. fallback for IE via VML
- [Ampie SDK](#) by Sergey iiinsky

patching older browsers

github.com/Modernizr/Modernizr/wiki/HTML5-Cross-browser-Polyfills

svg smil

yepnope.js

```
yepnope({  
    test : Modernizr.geolocation,  
    yep : 'normal.js',  
    nope : ['polyfill.js', 'wrapper.js']  
});
```

yepnope is an asynchronous conditional resource loader that's **super-fast**, and allows you to load **only the scripts that your users need**.

The API

There are only a handful of things to know about yepnope. There are only 3 functions available to you and there's only one that's really important.

```
yepnope(resources /* string | object | array */)
```

The **yepnope** function is the core of yepnope.js (crazy, huh?). It takes a whole bunch of stuff, to try to make it easy on you.

The recommended type for **resources** is an array of test objects. The consistency helps make your code look better and stay maintainable.

However, if you don't need more than one test group, then you can avoid putting it in an array, and just send in the object.

If you're *really* feeling lazy, you can just pass a string in, as well.

On top of all that, inside of your array, each item can be a test object, another array, or a string literal. Just send in whatever you got, and there's a good chance yepnope will take it (as long as it's a string, array, or test object)

What's in a test object?!

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sublimevideo.net

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What is jPlayer?

jPlayer is a jQuery plugin that allows you to:

- **play and control audio files** in your webpage
- create and style an **audio player** using just HTML and CSS
- **add sound effects** to your jQuery projects
- **support** more devices using **HTML5**

All of this with **HTML5 <audio>** support for compliant browsers that allow mp3 or ogg format, while supporting other browsers using mp3 format with **no visible Flash**.



Latest Release

- jPlayer 1.2.0 : *11th July 2010* : [download](#) : [developer guide](#) : [release notes](#)

Collaborate

- [jPlayer on GitHub](#)

jQuery JavaScript Library

- [jQuery Website](#)
- [jQuery Documentation](#)
- [jPlayer on jQuery website](#)

www.happyworm.com/jquery/jplayer

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HTML5 replacing Flash...

giving developers a choice!

...should I use **HTML5** today?



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it's just not very evenly
distributed”**

William Gibson



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