



# Mozilla's position

Mozilla's position strikes me as very interesting and complicated. They have implemented DRM even though they are the opposite to the concept of DRM. According to Brendan Eich:

By now it should be clear why we view DRM as bad for users, open source, and alternative browser vendors:

- Users: DRM is technically a contradiction, which leads directly to legal restraints against fair use and other user interests (e.g., accessibility).
- Open source: Projects such as [mozilla.org](https://www.mozilla.org) cannot implement a robust and Hollywood-compliant CDM black box inside the EME API container using open source software.
- Alternative browser vendors: CDMs are analogous to ActiveX components from the bad old days: different for each OS and possibly even available only to the OS's default browser.

## [The Bridge of Khazad-DRM](#)

Mozilla's Engineering team has worked with Adobe to create a blackbox that will talk to an Adobe CDM that will allow Firefox to play EME-protected content by providing the interface to a blackbox Adobe system.

In a [technical article in Mozilla Hacks](#) Andreas Gal, at the time Mozilla CTO, explain the reasoning behind this policy and implementation.

My concern are the double standard at play here and the willingness of Mozilla to enter in this type of compromises, I see something similar to when Mozilla said [they wouldn't implement MP4 video in their browser](#) in favor of open codecs and how they finally relented and sort of implemented a way to play MP4 video in Firefox.

If researchers were to look into the Adobe CDM module they would run afoul of the DCMA anti circumvention provisions which means that Mozilla, and all their users, have to trust a for profit company with a potentially big privacy and security aspect of their browser

But the reverse is not true. Researches, CDM vendors and other parties have free reign in inspecting and suggesting modifications to the open source code that interfaces with the CDM. In the end, Hollywood content producers have to be happy with the type of CDM and