

HEADLESS BROWSER EXPERIMENTS

A short journey about taking screenshots
with headless browsers

Christian Bäuerlein / @fabrik42

*A headless browser is a web browser without
a graphical user interface.*

- PhantomJS
- SlimerJS
- CasperJS
- many more!

USE CASES

- Running test suites
- Web scraping / Automation
- Taking screenshots

TAKING SCREENSHOTS

The project:

A desktop website that lets users
create a custom mobile web app.

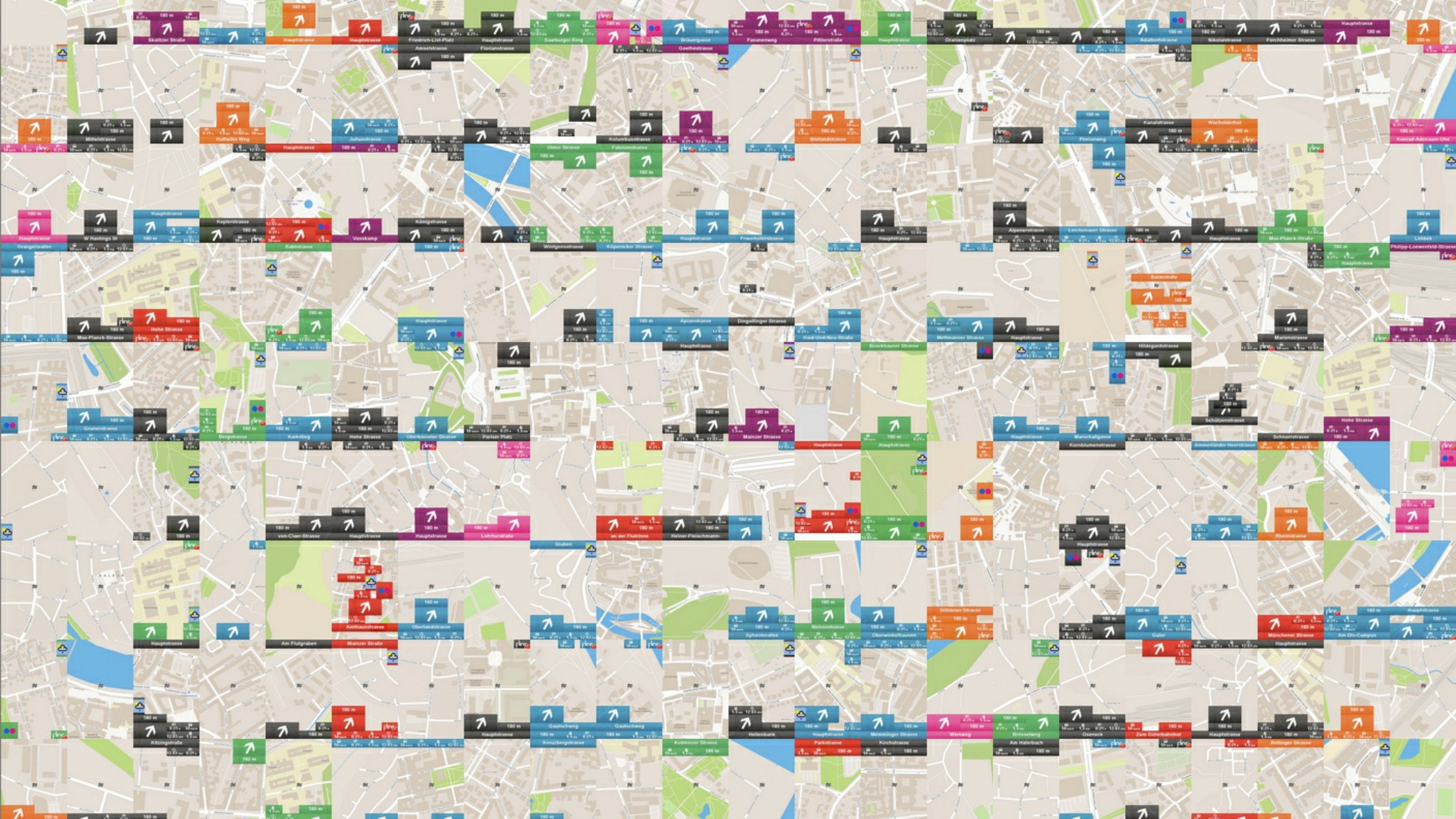
The challenges:

- How to render a list of created apps?
- How to share your creations with others?

HTML IS NOT SHAREABLE

- URLs are easy to share.
- Textual content is easy to share.
- Visual representations in HTML are **not** easy to share.
- But images are :)

SCREENSHOTS!





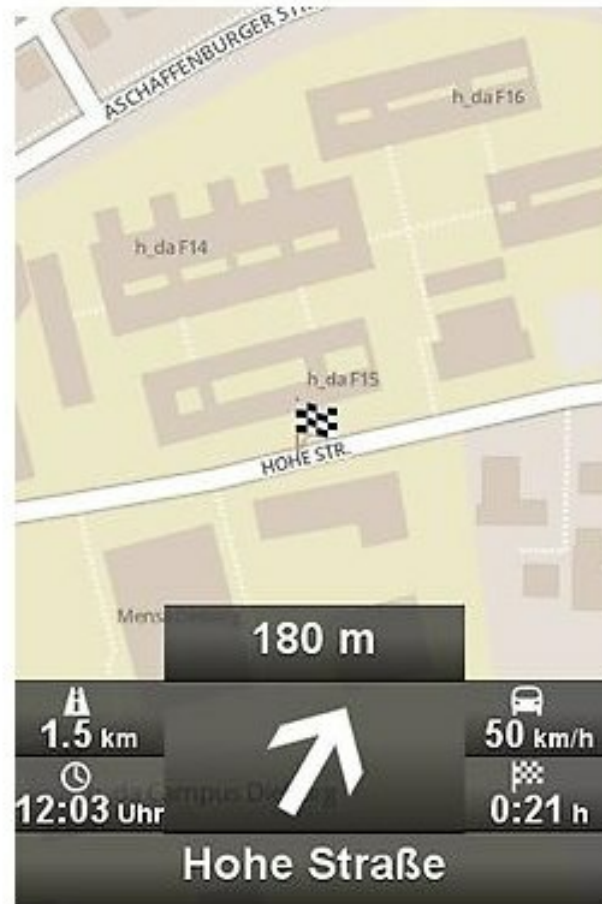
instantnavi @instantnavi

7 Sep

Hey! Did you know, if you post a link of your navi, people can expand and preview it within the tweet? Example:

instantnavi.com/navigations/fl...

Hide photo Reply Retweet Favorite



flinc HQ by instantnavi

instantnavi lets you create your own, fancy browser based navigation system

instantnavi @instantnavi · Following

1
RETWEET



5:58 PM - 7 Sep 12 · Details

Flag media

PHANTOMJS 1.X

Good

Just one binary

Not So Good

Project was somehow stalled

Bad

No web font support :(

PHANTOMJS 2.0!

Including web font support! *yay*

Let's try again...

PROBLEM

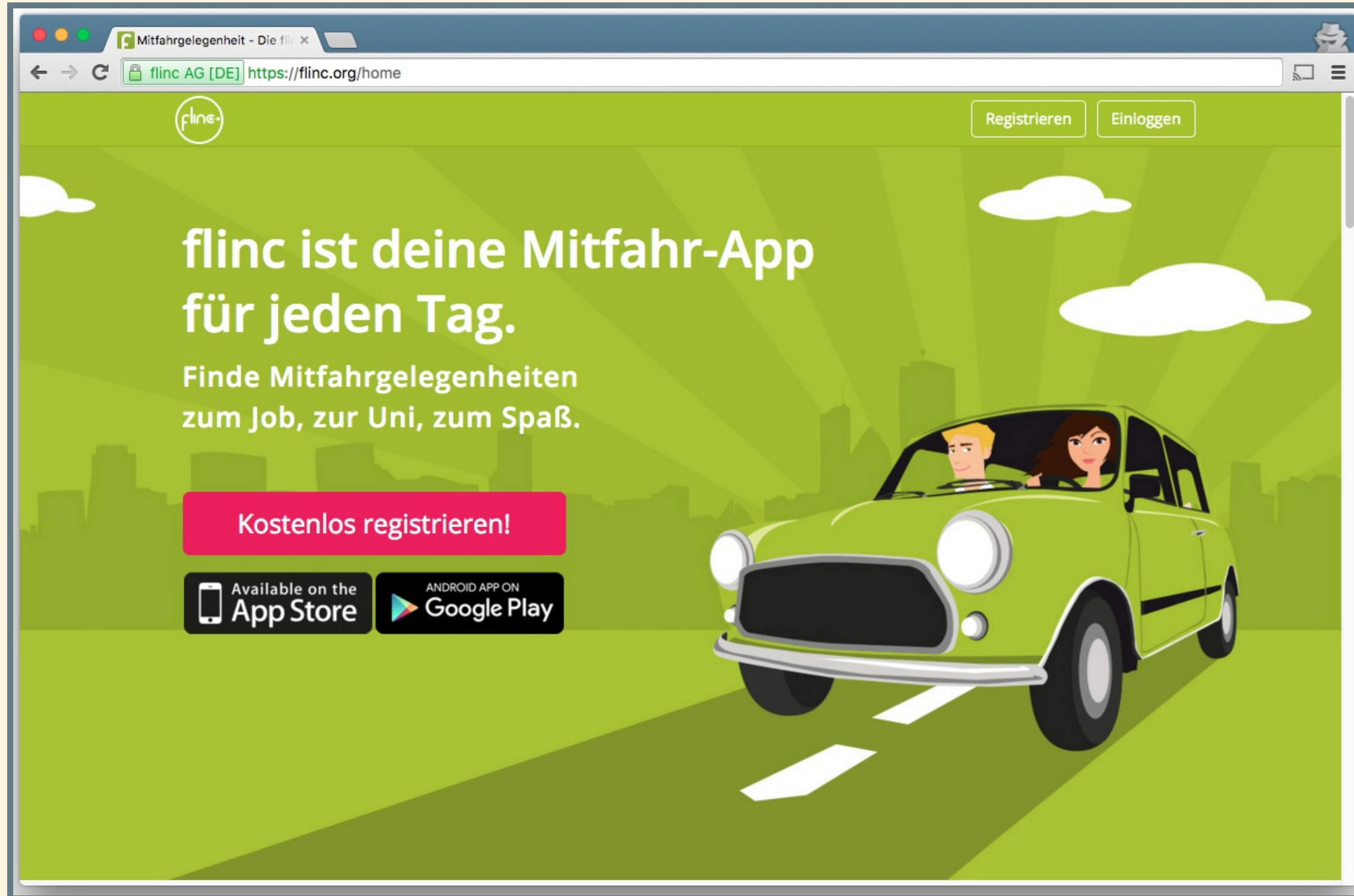
Present your work on a web page
to somebody who can't access it right now.

RESPONSIVE MOCKUPS

github.com/fabrik42/responsive_mockups

RESPONSIVE MOCKUPS

Takes screenshots of a webpage in different resolutions and automatically applies it to mockup templates.







REQUIREMENTS

- Easy to install.
- No dependencies, if possible.
- Nice templates to start right away.

EASY INSTALLATION

```
brew install phantomjs
```

```
git clone [responsive_mockups] && cd responsive_mockups
```

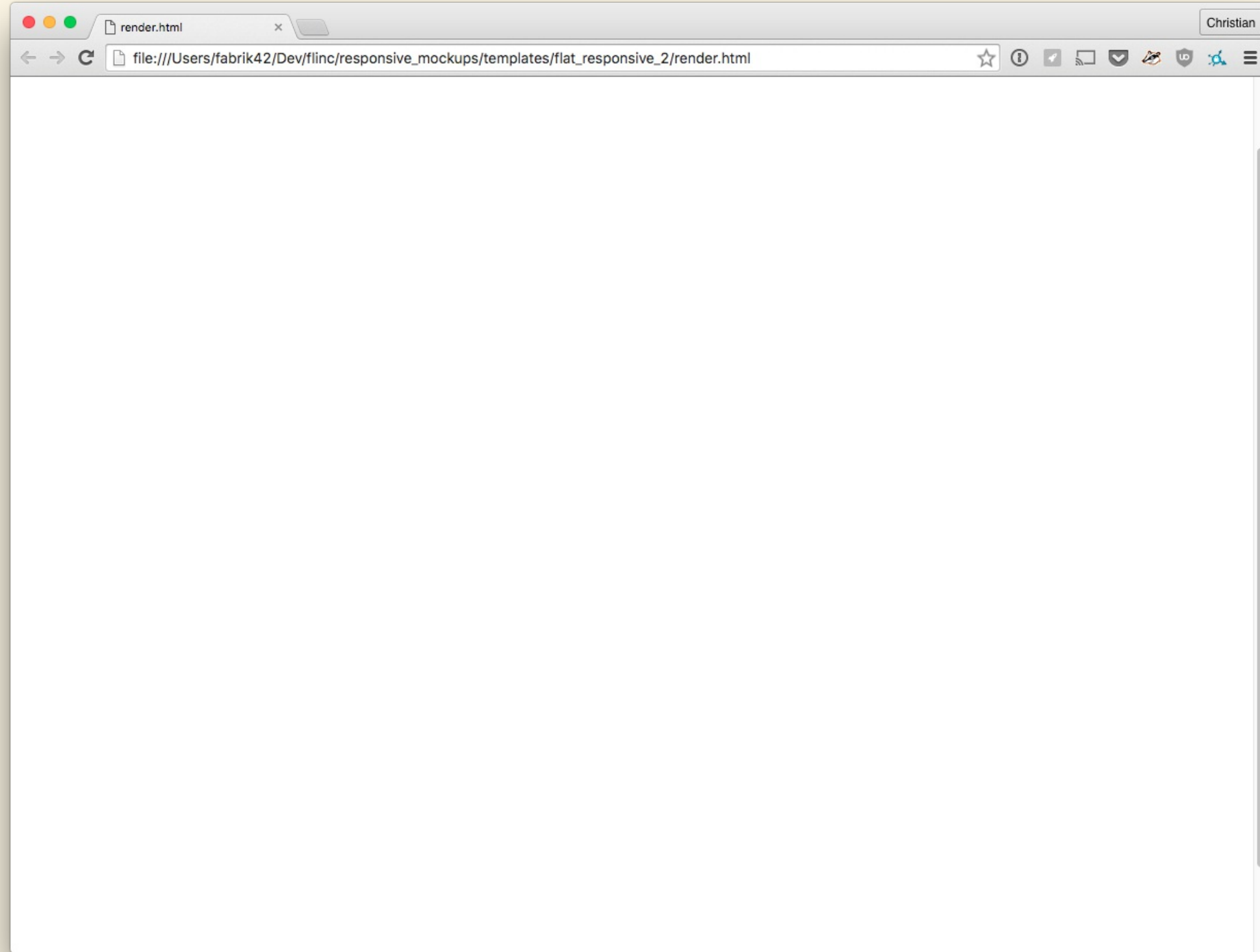
```
phantomjs example.js
```

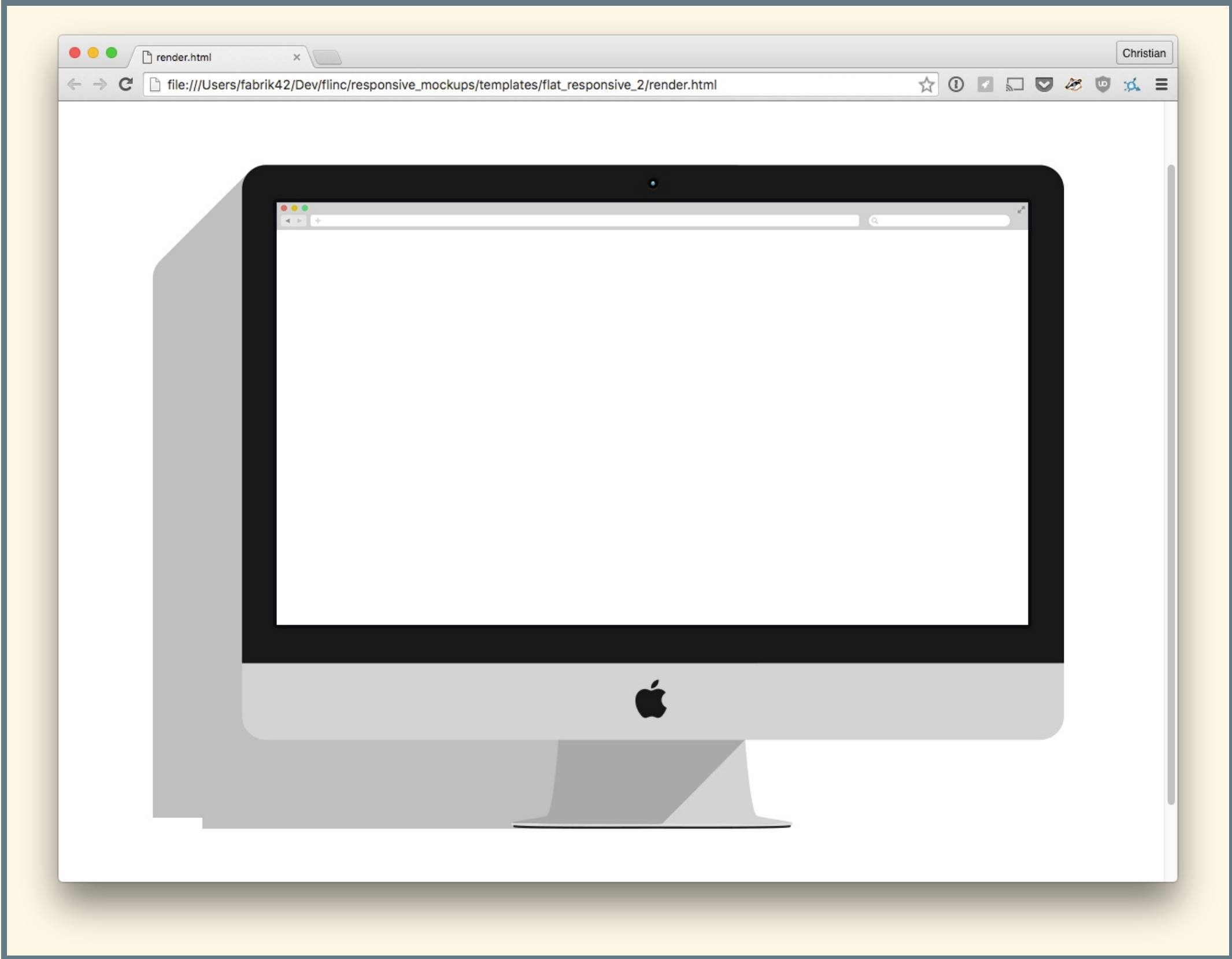
EXAMPLE.JS

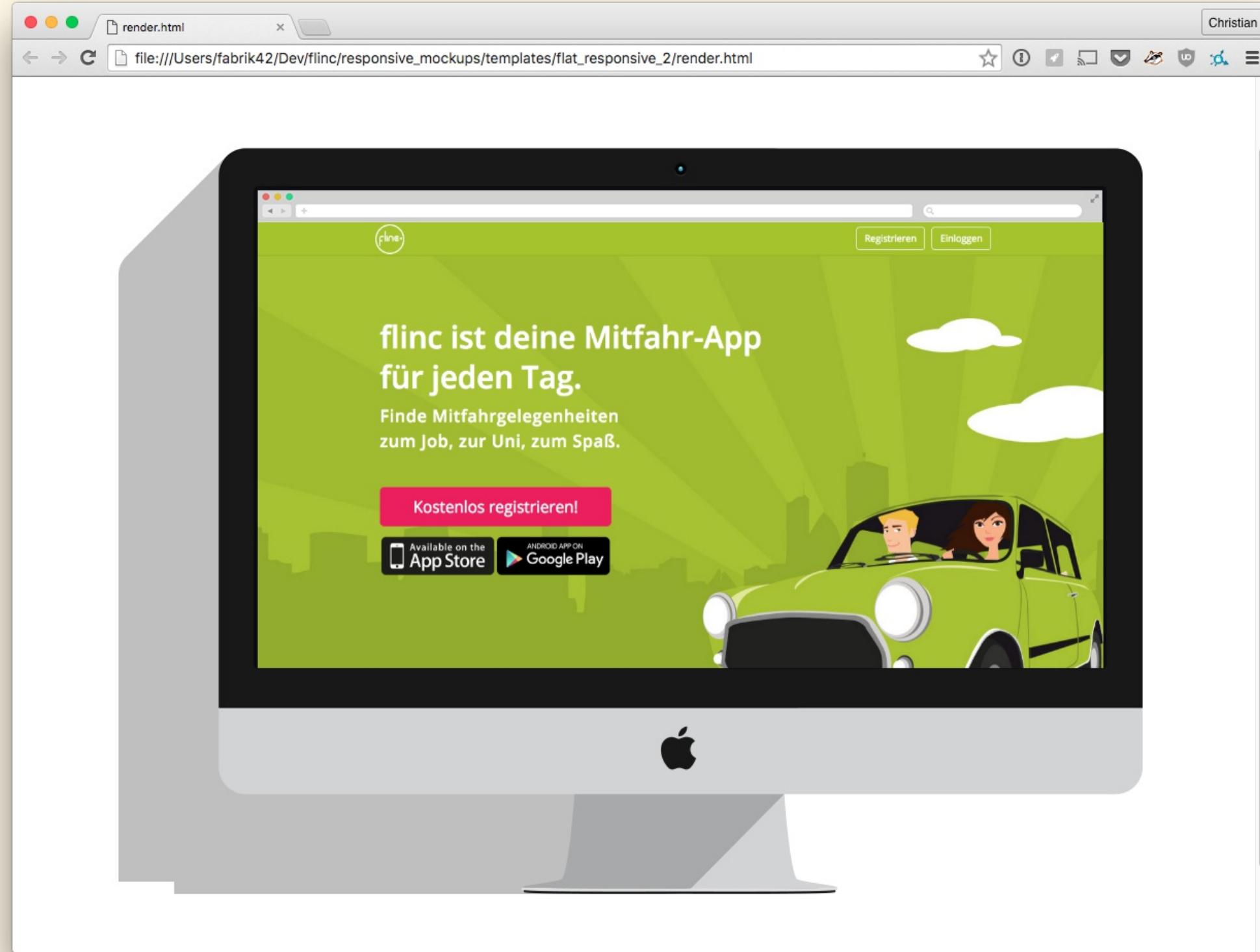
```
var mockup = require('./index');  
  
mockup.create({  
  url: 'https://flinc.org/home',  
  template: 'flat_responsive_2',  
  output: 'my_mockup.png'  
});
```

HOW IT WORKS

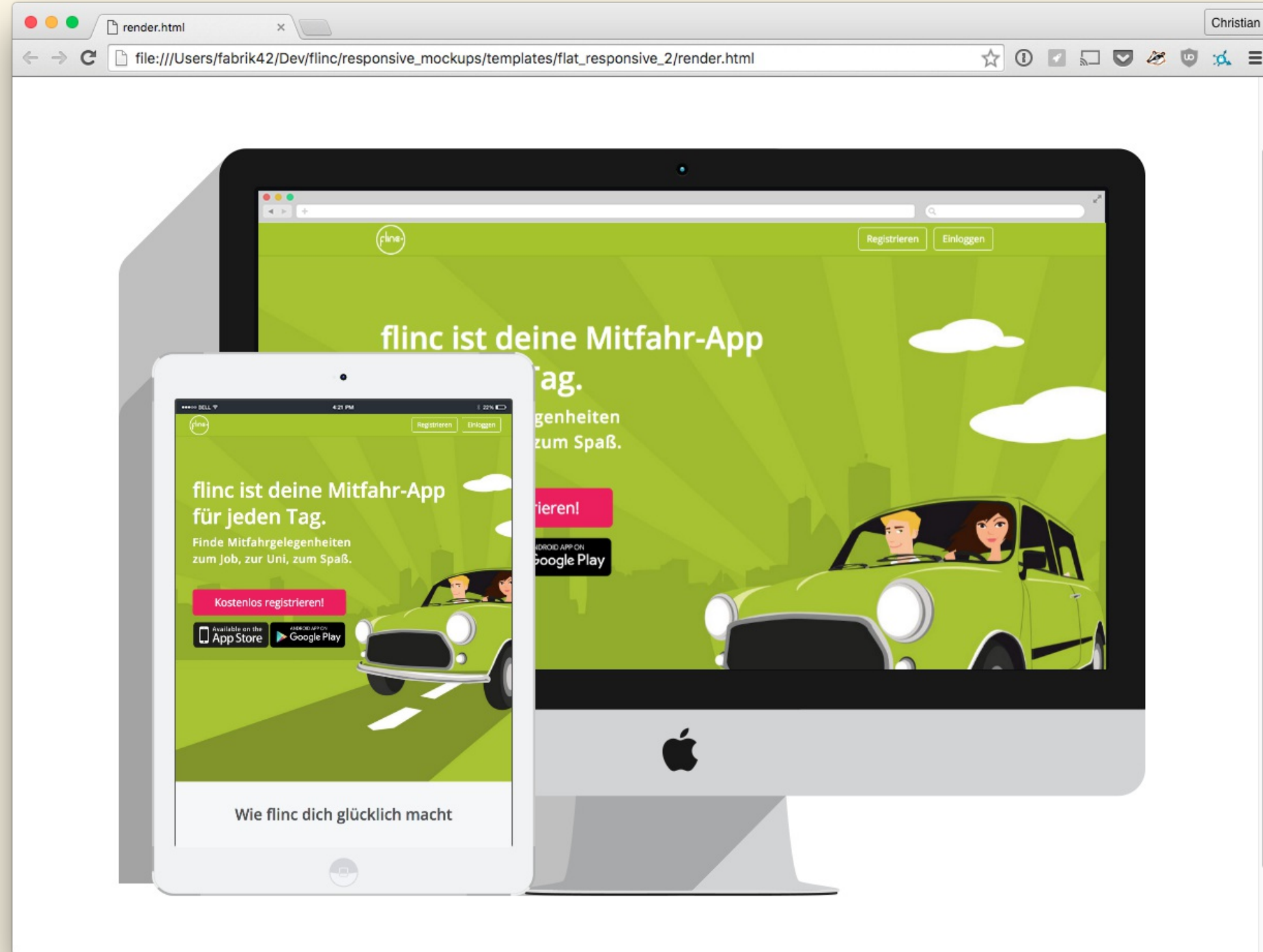
1. User provides URL and template name.
2. PhantomJS generates screenshots based on different viewports.
3. PhantomJS assembles mockup image using a local HTML file and `<canvas>`.

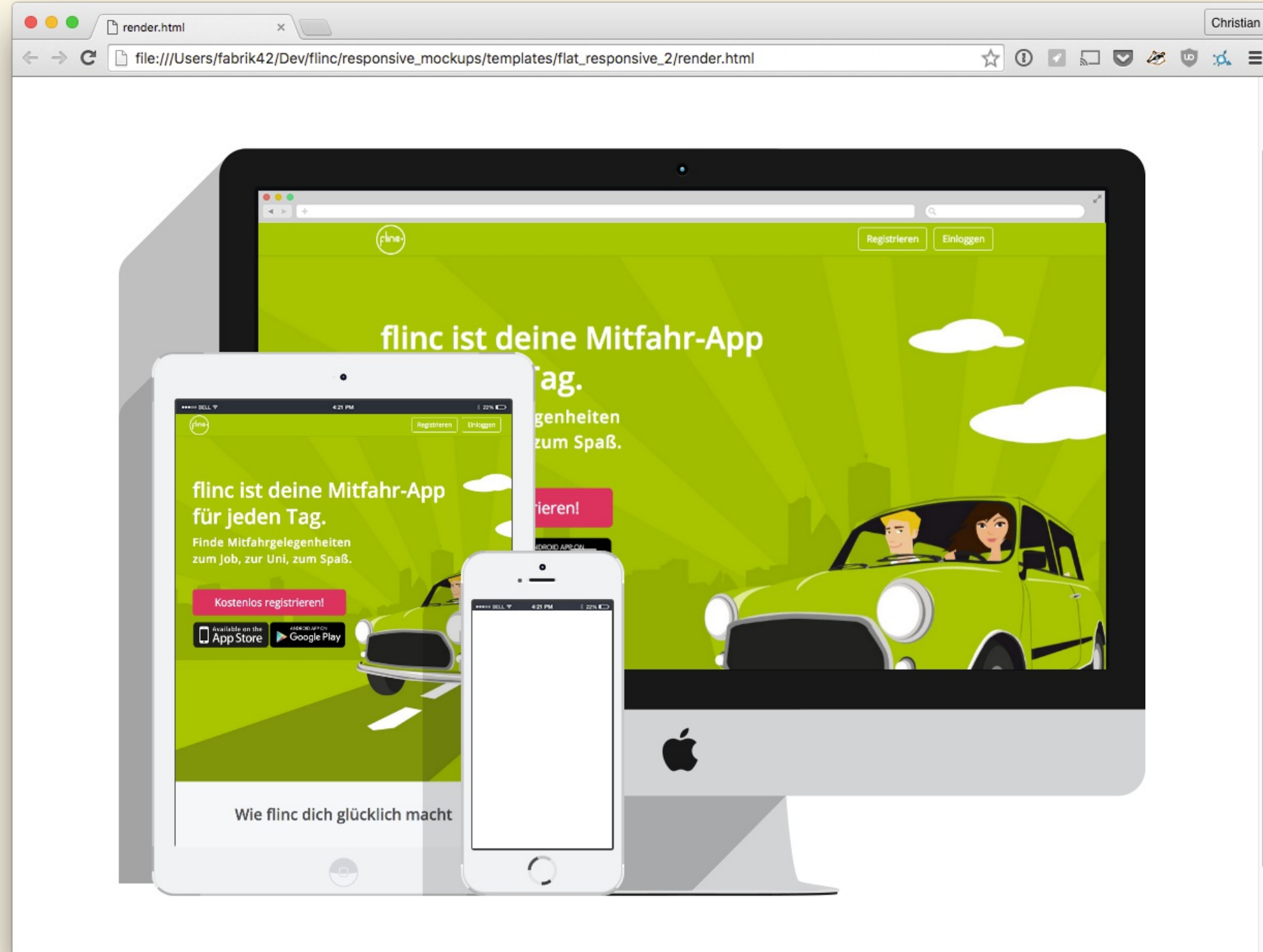


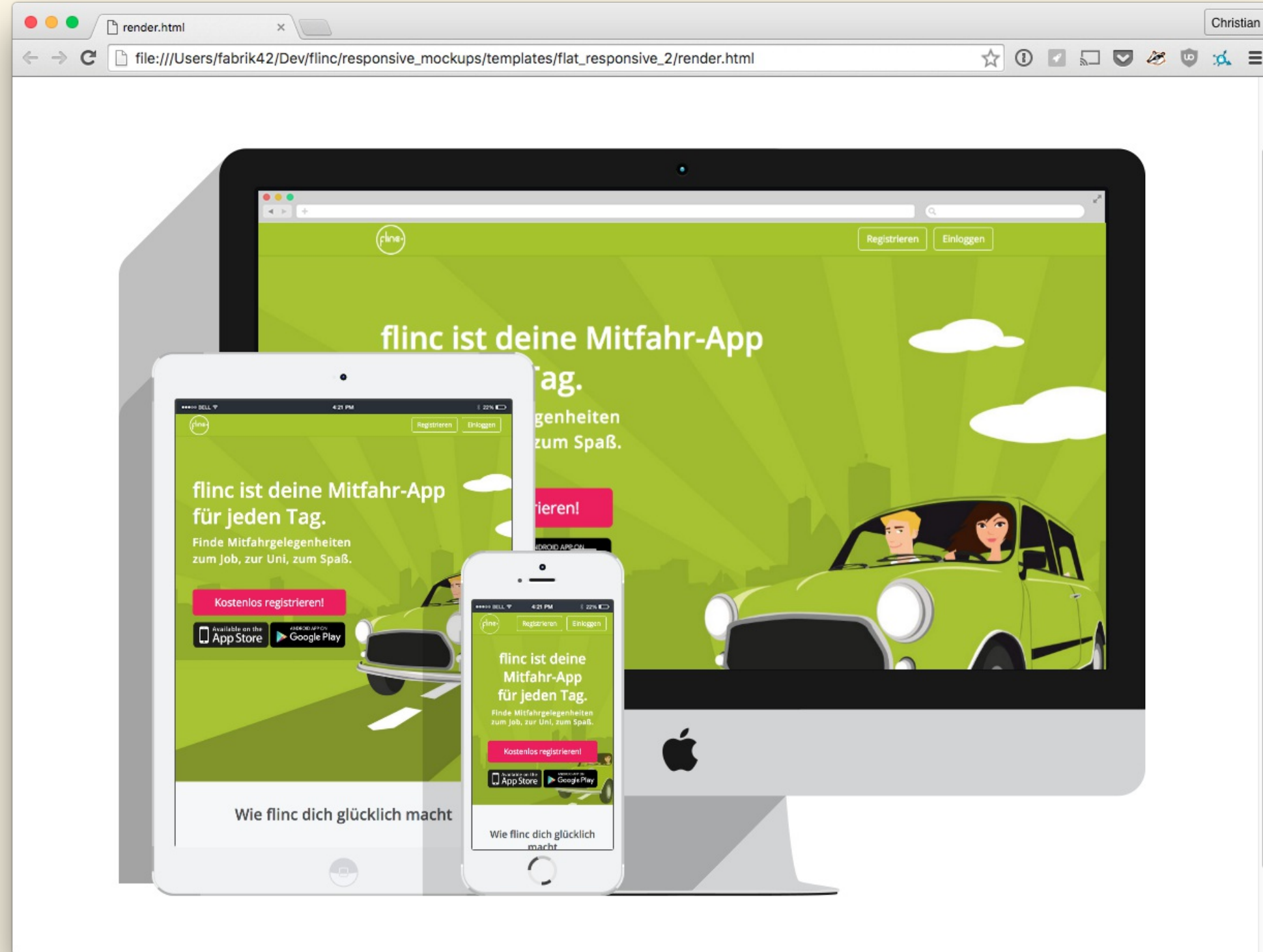














RESPONSIVE MOCKUPS

github.com/fabrik42/responsive_mockups

Mockup graphics are nice, but what about...

MOCKUP PHOTOS?



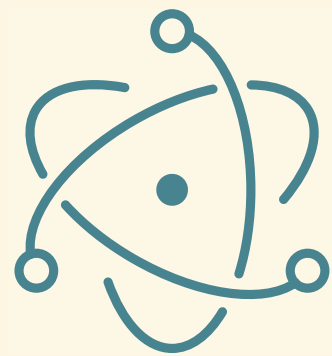


DEMO TIME!

<http://phantomjs.org/supported-web-standards.html>

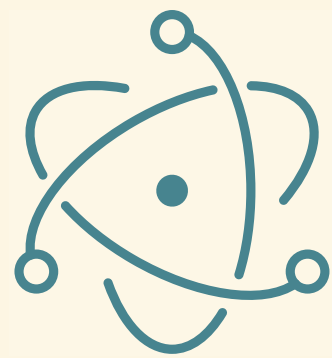
The following features, due to the nature of PhantomJS, are irrelevant:

- WebGL
- CSS 3D
- Video and Audio



ELECTRON

- Atom Editor
- Visual Studio Code
- Slack
- Mapbox Map Designer
- ... nightmare.js!



ELECTRON

Knows how to WebGL :)



ONE MORE THING...

Now that we mastered all kind of images,
what about...

MOVIES!



STOP MOTION IN HTML & JS

- Create an animation
- Stop at every frame
- Make a screenshot
- Go to the next frame

DEMO TIME!

Remember: We wanted to make things shareable.

CUSTOMIZED MOVIES!

```
browser  
  .evaluate(function (currentFrame) {  
    stage.goto(currentFrame);  
  }, currentFrame)
```

Manipulate the movie while rendering the frames

ADVANCED DEMO TIME!

Q & A

- Christian Bäuerlein
- github.com/fabrik42
- twitter.com/fabrik42
- fabrik42@gmail.com