Software Ownership & Control

Video Game Mods

Blizzard

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Chrome and AdBlockers

"In the design document, it is said that the webRequest API will no longer allow to be used in blocking mode:
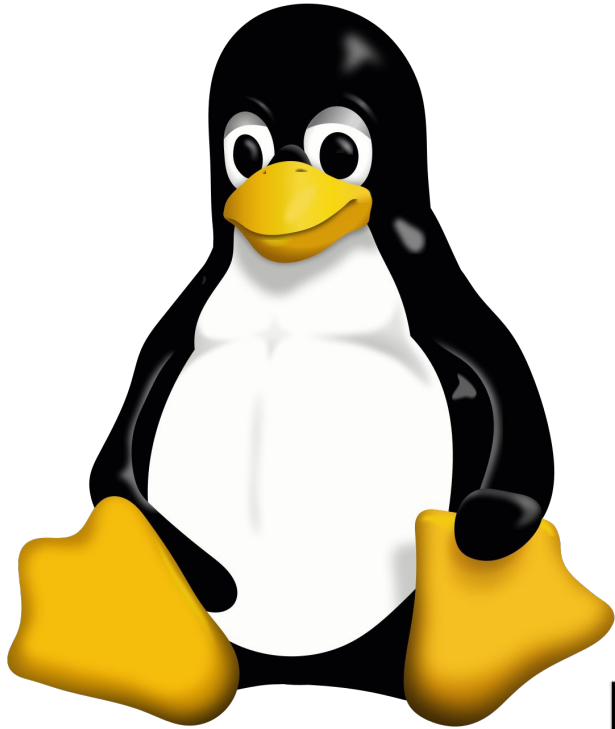
...

There are other features (which I understand are appreciated by many users) which can't be implemented with the declarativeNetRequest API, for examples, the blocking of media element which are larger than a set size, the disabling of JavaScript execution through the injection of CSP directives, the removal of outgoing Cookie headers, etc. -- and all of these can be set to override a less specific setting, i.e. one could choose to globally block large media elements, but allow them on a few specific sites, and so on still be able to override these rules with ever more specific rules.

Extensions act on behalf of users, they add capabilities to a *user agent*, and deprecating the blocking ability of the webRequest API will essentially decrease the level of user agency in Chromium, to the benefit of web sites which obviously would be happy to have the last word in what resources their pages can fetch/execute/render." ~Developer of uBlock Origin

*"Chrome supports the use and development of ad blockers. We're actively working with the developer community to get feedback and iterate on the design of a privacy-preserving content filtering system that limits the amount of sensitive browser data shared with third parties." **~Google Spokesperson***

Open Source!