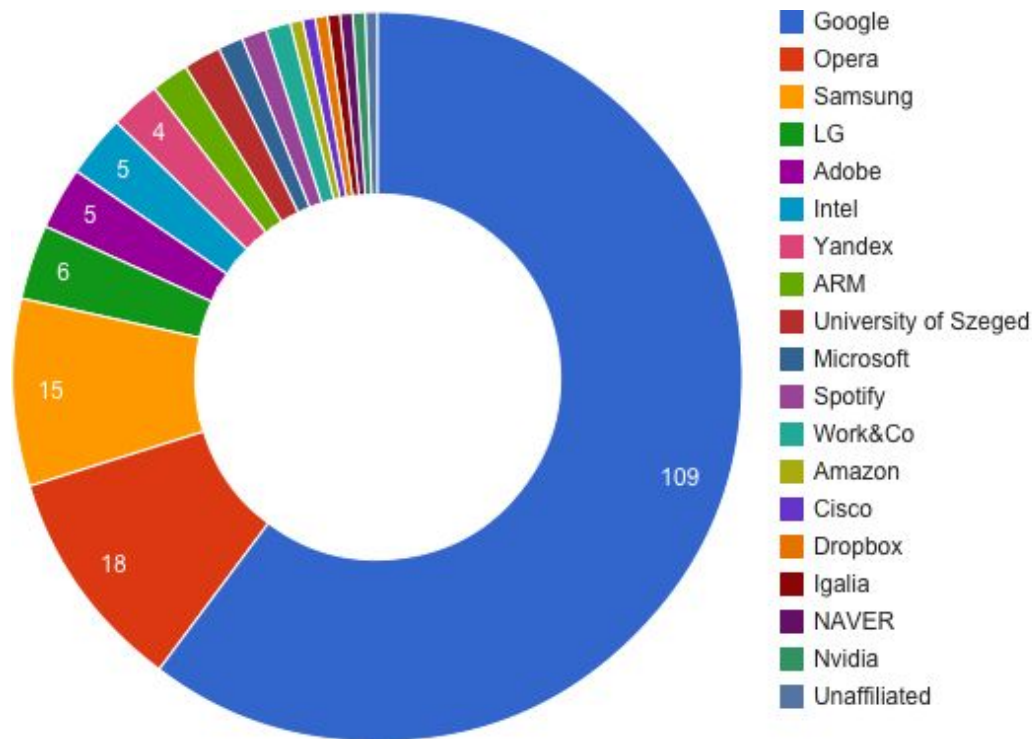


# BlinkOn3

chrisht, dglazkov, jochen

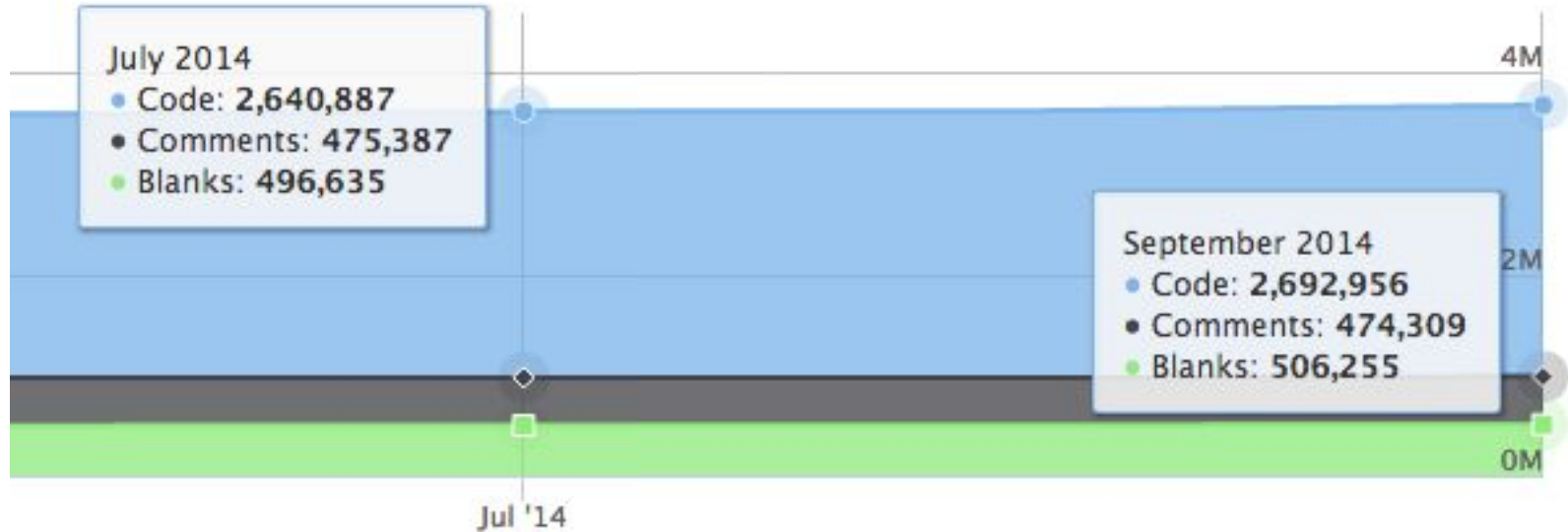
# Welcome!

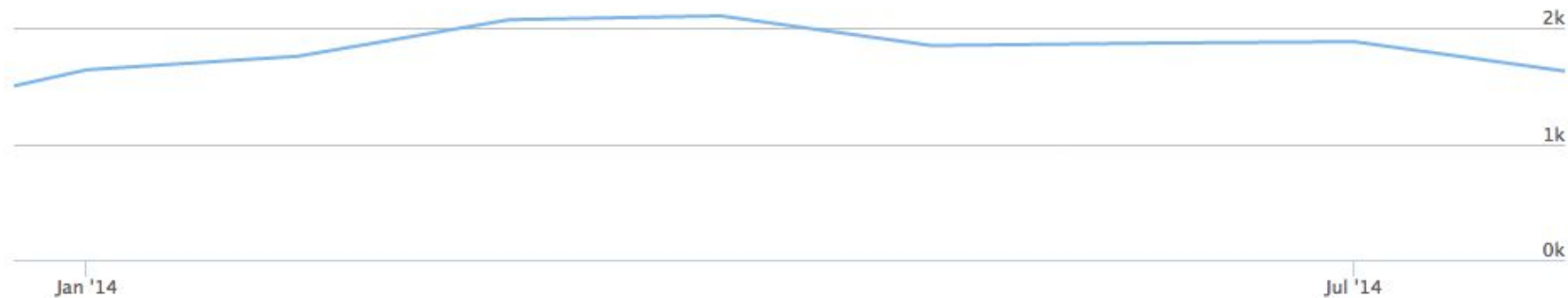
# Who's at BlinkOn3



**Since BlinkOn2**

# Lines of Code





Since BlinkOn2

**9,671** commits (52 per day)

**447** contributors

# 152 Intents

Since BlinkOn2

51% non-Google

31 Deprecate

50 Implement

42 Ship

29 Remove

# Shipped

Shadow DOM

CSS Will Change

Unprefixed Pointer Lock

Element.animate

HTML Imports

navigator.hardwareConcurrency

drawFocusIfNeeded

CSS "all" shorthand

navigator.languages

CSS Shapes

Unprefixed cursor zoom-in/out

DirectWrite

Subpixel font scaling

Subpixel font scaling

XHR.responseURL

Fractional TouchEvent  
coordinates

whitespace in SVG attributes

Unprefixed Touch radius and  
force

Picture element

Unprefixed Fullscreen API

Web Crypto

theme-color

image-rendering:pixelated

unregisterProtocolHandler

Text Encoding API

File constructor

Network Information API

...



# Unshipped

More SVG 1.1 stuff

Prefixed Media Source API

`<source>.media`

`overflowchanged`

`currentPath`

`MediaController`

`window.performance.webkitGet*`

CSS media features `-webkit-*`

SVG instance tree

`<html>.manifest`

`webkitInitMessageEvent`

`Element.prefix` setter

`Touch.webkitRotationAngle`

`XHR.withCredential` for sync XHR

`webkitallowfullscreen` attribute

`webkitConvertPointFrom*`

`initWebKitWheelEvent`

`Element.scrollByLines/Pages`

`<frame>.width/height`

`<pre>.wrap`

Prefixed Pointer Lock

`HTMLOptionsCollection.remove`

**`showModalDialog`**

...

[chromestatus.com](http://chromestatus.com)

# Near term (last BlinkOn)

- Oilpan (progress)
- Repaint After Layout/Compositing (shipped)
- Layer Squashing (shipped)
- Web Animations (shipped)
- Blink Scheduling (progress)
- Forced Compositing (shipped)

# Near term (last BlinkOn)

- Merge with Chromium (progress)
- HTML Imports (shipped)
- APIs in Rendering (no progress)
- New SkRecord (shipped)
- Device APIs (better)
- Juice (progress)

# Medium term (last BlinkOn)

- GPU Acceleration (shipped on Android)
- RemoteFrame (progress)
- Service Worker (first bits shipped)
- New-Multicolumn (progress)
- Tracing-Inspector (progress)
- Page Transitions (progress)

# Medium term (last BlinkOn)

- Bindings Split (progress)
- DirectWrite (shipped)
- Mojo (progress)
- GN (progress)

# Speculative (last BlinkOn)

- JIT Style Resolution (aborted)
- Incremental Style Resolve & Layout
- Blink in JavaScript (framework ready)
- Moving XSLT etc. out of Blink (progress)

# Results



**Joshua Topolsky**

@joshuatopolsky



Follow

BTW here's what a Polymer app looks like  
— EXTREMELY impressive for the web!

[polymer-project.org/apps/topeka/](http://polymer-project.org/apps/topeka/)



RETWEETS

59

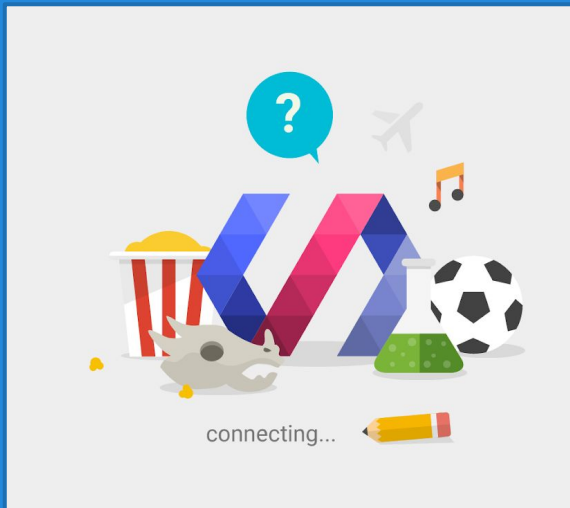
FAVORITES

53



10:49 AM - 25 Jun 2014





## Your Profile

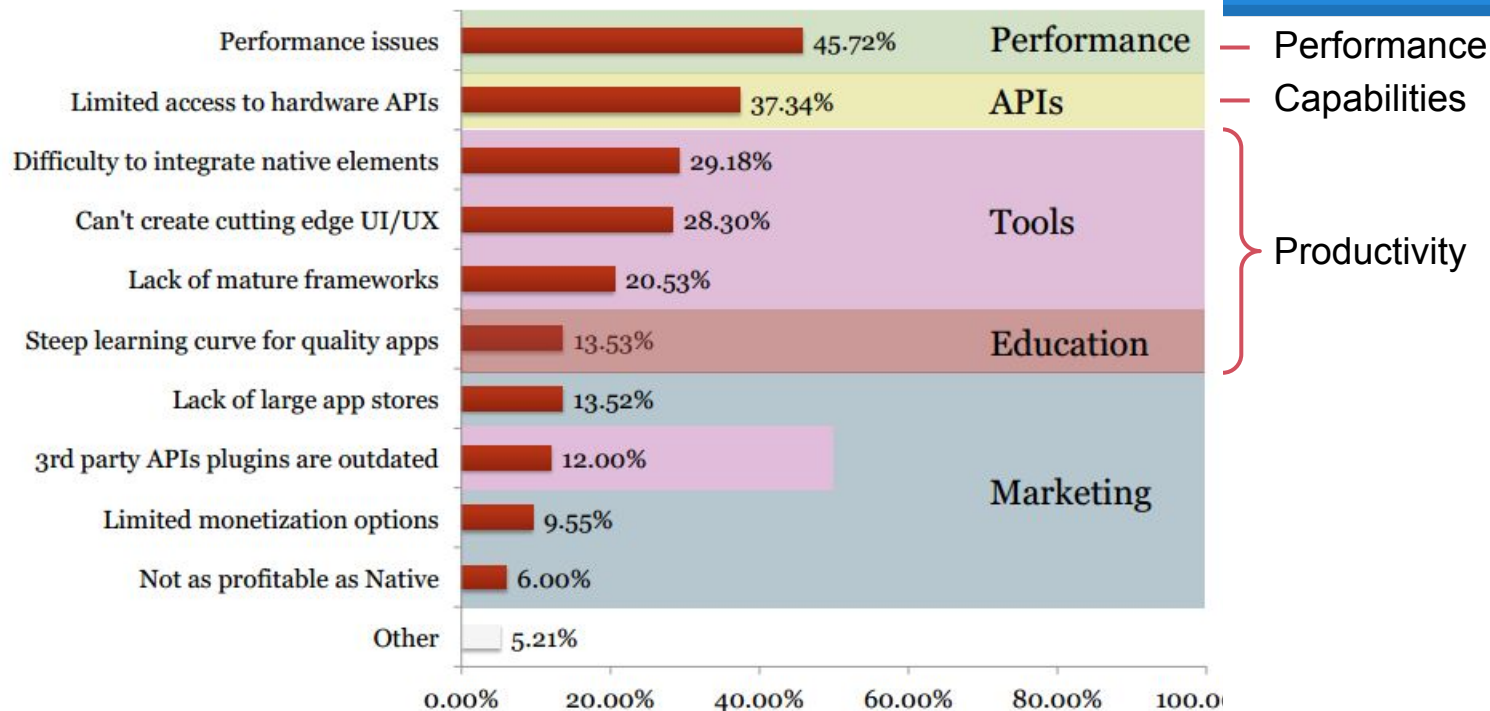
Your \_\_\_\_\_

N \_\_\_\_\_

### Choose an Avatar

# Looking Forward

# WHAT STOPS MOBILE DEVELOPERS FROM USING HTML5?



# Remove Top 3 Stops

- Performance
  - Slimming Paint, Scheduler, ...
- Capabilities
  - Service Worker, Push Notifications, ...
- Productivity
  - Web Components, DevTools, ES6, ...

# Play To Our Strengths

- Universal
- Composable
- Semantic
- Ephemeral
- Safe

# Plan for Long Term

- Keep the Platform Open
- Lean on Layering (Extensible Web)
- Stay Healthy
- Ship Often and Iterate
- Be Data-driven

# Three-Dimensional Coordinate System

<http://bit.ly/web-platform-coordinate-system>

# Set a Goal

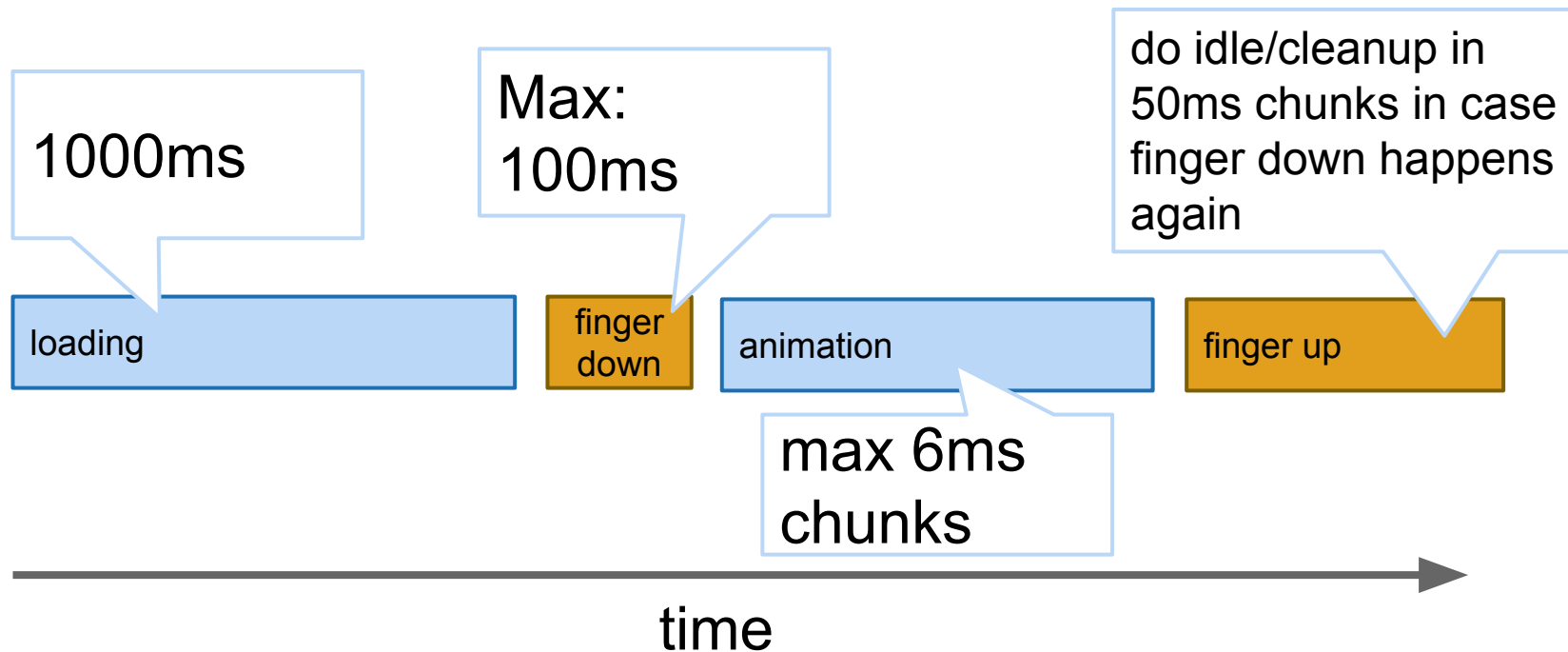
**Enable** developers  
to **easily make and maintain** products  
that offer a **modern user experience**.



# What's Modern User Experience?

Be Specific

# This Is Success



more at <http://bit.ly/blink-midnight-train>

# Blink Priorities



# Enable

---

Capabilities common to many apps

# Modern UX

---

Performance. Performance. Performance.

# Easy To Build and Maintain

Productivity + Ergonomics in Service of UX

# Review





# BlinkOn4

Spring '15, Tokyo/Sydney?

# BlinkOn5

Fall '15, Mountain View

# Thank you

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# Questions?

chris@tr dglazkov@ jochen@