HTML5 vs. FLASH
Webpocalypse Now?
Thoughts on Flash

Apple has a long relationship with Adobe. In fact, we met Adobe’s founders when they were in their proverbial garage. Apple was their first big customer, adopting their Postscript language for our new Laserwriter printer. Apple invested in Adobe and owned around 20% of the company for many years. The two companies worked closely together to pioneer desktop publishing and there were many good times. Since that golden era, the companies have grown apart. Apple went through its near death experience, and Adobe was drawn to the corporate market with their Acrobat products. Today the two companies still work together to serve their joint creative customers – Mac users buy around half of Adobe’s Creative Suite products – but beyond that there are few joint interests.

I wanted to jot down some of our thoughts on Adobe’s Flash products so that customers and critics may better understand why we do not allow Flash on iPhones, iPods and iPads. Adobe has characterized our decision as being primarily business driven – they say we want to protect our App Store – but in reality it is based on technology issues. Adobe claims that we are a closed system, and that Flash is open, but in fact the opposite is true. Let me explain.

First, there’s "Open".

Adobe’s Flash products are 100% proprietary. They are only available from Adobe, and Adobe has sole authority as to their future enhancement, pricing, etc. While Adobe’s Flash products are widely available, this does not mean they are open, since they are controlled entirely by Adobe and available only from Adobe. By almost any definition, Flash is a closed system.

Apple has many proprietary products too. Though the operating system for the iPhone, iPod and iPad is proprietary, we strongly believe that all standards pertaining to the web should be open. Rather than use Flash, Apple has adopted HTML5, CSS and JavaScript – all open standards. Apple’s mobile devices all ship with high performance, low power implementations of these open standards. HTML5, the new web standard that has been adopted by Apple, Google and many others, lets web developers create advanced graphics, typography, animations and transitions without relying on third party browser plug-ins (like Flash). HTML5 is completely open and controlled by a standards committee, of which Apple is a member.
Whenever Steve Jobs talks about the importance of "open technology" I end up laughing milk out of my nose.

2 minutes ago via TweetDeck

cssquirrel
Kyle Weems
Millions of websites use Flash. Get used to the blue legos.
Dear Adobe: 85% of Alexa Top 100 websites use Flash, you say? Well, 100% of them use HTML.

5:17 PM Mar 8th via Twitterrific
Retweeted by 4 people

stuntbox
David Sleight
Flash and Standards: The Cold War of the Web

by Dan Mall

Published in: Flash, Industry, State of the Web | Discuss this article

You've probably heard that Apple recently announced the iPad. The absence of Flash Player on the device seems to have awakened the HTML5 vs. Flash debate. Apparently, it's the final nail in the coffin for Flash.

The arguments run wide, strong, and legitimate on both sides. Apple CEO Steve Jobs calls Flash Player buggy. John Gruber of Daring Fireball says that Apple wants to maintain their own ecosystem—a formula Adobe's software doesn't easily fit into. On the other end, Adobe CTO Kevin Lynch argues that Flash is a great content delivery vehicle. Mike Chambers, Principal Product Manager for Flash platform developer relations at Adobe, expresses his concerns over closed platforms. Interactive developer Grant Skinner reflects on the advantages of Flash.

However, the issue is larger than which one is better. It's about preference and politics. It's an arms race. This is the Cold War of the Web.

Ceasefire
Accessibility, AccessibilityProperties ✓
BitmapData ✓
Graphics ✓
Loader ✓
flash.filters ✓
Camera, Microphone ✓
Sound ✓
Video ✓
FileDialog ✓
DisplayObject and Stage ✓
Socket, XMLSocket ✓
PrintJob ✓
Shader, ShaderFilter, ShaderJob ✓
setClipboard ✓
TextField, Text Layout Framework ✓
RTMP, RTMFP, Protected Streaming ✓
Cross-platform Connective
Where?: CLUB SOMER (ZK MERINA) / Trnoin / Slovakia

GET THE RELEASE DISKS HERE:
- graphics+music
- intro_demo welding realtime
- results
- Forever 7 releases + results in a .zip file

Also included on the disks: Catolica by Samar Productions

Discussion: 31 reactions

Written by: (13. MARCH 2000) Creah & Wotnau / Dminic

20. MARCH 2000
Forever 7 Photos by Cactus/Oxyron/Padua 17:40
190 photos from The Magnificent Forever 7 has been shooted for your satisfaction by Cactus/Oxyron/Padua. Don't miss the beauty of Slovak girls. A photo of Factor -The Evil- is also a must see! =) Then look how some scanners reacted to being photographed. All 190 photos can be found here. Feel free to leave your comment(s) there!

Even more photos.... 11:22

http://noname.c64.org/csdb/getinternalfile.php/19254/rnet_de00_c64.zip (downloads: 790)
http://noname.c64.org/csdb/getinternalfile.php/19252/orfe_de00_c64.zip (downloads: 628)
Complexity

Consistency
pause simulation  resume simulation

Move around Blob with arrow keys or mouse.
Split blob with h.
Join blobs with j.
Turn gravity on / off with g.

Written by: bioern.lindberg@gmail.com
JavaScript Source Code
Get Firefox
Exhibition

**TWITCH**
by Casey Reas

TWITCH is a series of minimal games within small Chrome windows. How fast can you solve them all? Each game only responds to clicking mouse position and keyboard are ignored.

Links: reas.com

**Ball Droppings**
by Josh Nimoy

Turn your sound up. Draw lines on the black screen to bounce the balls. Enjoy the music.

Links: Ball Droppings, JTNimoy.net

**Wiki Visualizations**
by Matt Ryall

A small collection of animated visualizations which analyze wiki data using Processing.js. These visualizations were developed for Julfest's FedEx Day Challenge in October 2006.

Links: MattRyall.net

**Shop**
by Krister Olsson / Tree-Axis

Shop is a revolutionary concept in on-line shopping. Fire your shoppers from the conveyor belt to the cave to win products.

Links: Tree-Axis.com

**Mouse Equalizer**
by Alistair MacDonald

This mouse-driven visualization samples your the movement speed of your mouse and renders the data in the form of a graphic equalizer.

Links: Hyper-Metrix.com

**Tower of Defence**
by Will Larson & Peter Burns

Will Larson has gone about revising the classic Tower Defense genre, porting it to the open web using Processing.js.

Links: Hyper-Metrix.com
Cappuccino is an open source framework that makes it easy to build desktop-caliber applications that run in a web browser.

Learn
Read all about Cappuccino and Objective-J, see demos, and work through tutorials, and browse the documentation.

Discuss
Ask questions, get answers, meet other developers, and see the latest news.

Contribute
File bug reports, check out the source code, and contribute back to the project.

Download
Get the latest version of the frameworks, and an empty project template. No plugins or installation required. Direct link.

The Buzz
Cocoa on the web: 280 North, Objective-J, and Cappuccino
...from what I have experienced using 280 Slides, a future with Cappuccino based-apps is a bright one.
Chris Foresman, Ars Technica

Cappuccino Blog
- Cappuccino 0.8 Tools
- Cappuccino 0.8
- Solving the JavaScript Memory Management Problem
- New Cappuccino App: TimeTable
Presentations made easy.

Create beautiful presentations, access them from anywhere, and share them with the world. With 280 Slides, there's no software to download and nothing to pay for – and when you're done building your presentation you can share it any way you like.

TRY IT NOW, FREE!
Akihabara

The Z key is the A button, the X key is the B button and the C key is the C button. Move with arrows keys.
Not happy or confused by default settings? Configure your keyboard here. Remember to enable cookies!

Leave Me
Alone
Platform

Solitude
ShootEm Up

The Legend Of
Sadness
Action-RPG

T-Spin
Puzzle

Capman
Arcade classic

Tried hard but now I can commit on GIT with laptop and Mac. Taking some birthday-pause days and I’ll back to the piece! Meanwhile, help!

HTML5 is my Arcade.

Akihabara is a major Tokyo shopping area for electronic, computer, anime, and otaku goods. You can find any sort of old & new videogames, starting from the 8-bit era to modern motion-sensing videogames. But is also the promised land for nostalgic gamers who has left the heart in their Super Nintendo and actually sees the world in pixels.

The Akihabara which you can download here is my personal dream too. It is a set of libraries, tools and presets to create pixelated indie-style 8/16-bit era games in Javascript that runs in your browser without any Flash plugin, making use of a small small small subset of the HTML5 features, that are actually available on many modern browsers.
if (this.lastAction == action) {
    delete this.lastAction;
} else if (typeof action == "function") {
    action(args);
}

Event.stop(e);
});

// ** {{[ Bespin.Editor.UI ]}} **
//
// Holds the UI. The editor itself, the syntax highlighter, the actions, and more
Bespin.Editor.UI = Class.create({
    initialize: function(editor) {
        this.editor = editor;
        this.colorHelper = new Bespin.Editor.DocumentColorHelper(editor);
        this.selectionHelper = new Bespin.Editor.SelectionHelper(editor);
        this.actions = new Bespin.Editor.Actions(this.editor);
        this.history = new History.Gutter({
            GUTTER_WIDTH: 54,
        });
    }
});
Flash Professional for web design

Create web designs and online experiences complete with interactive content, exceptional typography, high-quality video, and smooth animation for truly engaging web experiences.

Text engine
Take complete control over your text with print-quality typography via the new Text Layout Framework.

XML-based FLA source files
Collaborate on projects more easily with a new XML-based implementation of the FLA file format. Uncompressed projects appear and act like folders, allowing you to quickly manage and modify assets such as images.

Maintain the fidelity of your original file
Easily transition between Adobe® InDesign® and Flash® Professional without compromising the visual or functional fidelity of your original file. Do more with Adobe Creative Suite® Design Premium.
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        this.selectionHelper = new Bespin.Editor.SelectionHelper(editor);
        this.actions = new Bespin.Editor.Actions(this.editor);
        this.history = this.GUTTER_WIDTH = 54;
    })
);