

HTML5

vs.

FLASH

Webpocalypse Now?



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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

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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 Twiterrific
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stuntbox
David Sleight

No. 302

A
LIST
apart
FOR PEOPLE WHO
MAKE WEBSITES

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MARCH 9, 2010

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

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- [Design](#)
- [Process](#)
- [User Science](#)

Snapshot

Both the standards community and the Flash community are extremely good at sharing knowledge and supporting the people within their respective groups. The relationship across communities, however, isn't nearly as cordial.



Incarnate. No more uploading a new avatar every time you join a service or leave a comment.

Ad via The Deck



Accessibility, AccessibilityProperties ✓
BitmapData ✓
Graphics ✓
Loader ✓
flash.filters ✓
Camera, Microphone ✓
Sound ✓
Video ✓
FileReference ✓
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) / Trenčín / Slovakia

GET THE RELEASE DISKS HERE:

[graphics+music](#)
[intro_demo_wad_realtime](#)
[results!](#)

[Forever 7 releases + results in a .zip file](#)

Also included on the disks: [Catalica](#) by Samar Productions
 Discussion: [31 reactions](#) | Written by (13. MARCH 2006) [Creaht](#)
[S. Wolnau / Dmasc](#)

26. MARCH 2006

Forever 7 Photos by [Cactus/Oxyron/Padua](#) 17:40
 190 photos from [The Magnificent Forever 7](#) has been shot for your satisfaction by [Cactus/Oxyron/Padua](#). Don't miss the beauty of [Slovak girls](#). A photo of [Factor -The Evil- 6](#) is also a must see! => Then look how [some sceners](#) reacted to being photographed. [All 190 photos can be found here](#).
 Feel free to leave your comment(s) there!

[Cactus/Oxyron/Padua](#)

Even more photos... 11:22
<http://hupa.sk/foto/forever7> taken by Hvyge/3SC <http://rudylis.com/fork>
 (Lisu (PL)) krupka.cz/ForeverSeven (Krupka) (CZ) [photo.slight.pl/th](#)

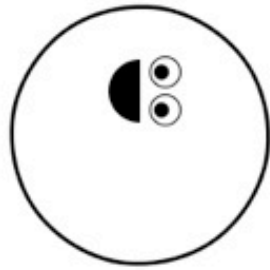
(3C)

http://noname.c64.org/csdb/getinternalfile.php/19254/rmet_de00_c64.zip (downloads: 790)

http://noname.c64.org/csdb/getinternalfile.php/19252/erfe_de00_c64.zip (downloads: 628)

Complexity

Consistency

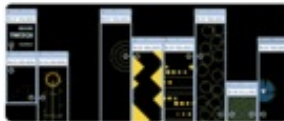


[pause simulation](#) [resume simulation](#)

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

Written by: bjorn.lindberg@gmail.com
[Javascript Source Code](#)
[Get Firefox](#)

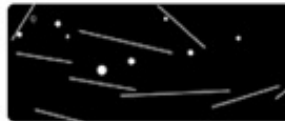
Exhibition



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.

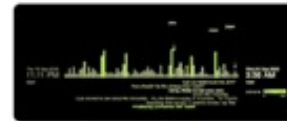
Links: reas.com



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](http://BallDroppings.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 [Alaskan's FedEx Day Challenge](#) in October 2008.

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



Articles

- [Comparing native Processing & Processing.js](#)
- [Best Practice Guidelines](#)
- [Pjs Benchmarks](#)
- [Native Processing Reference](#)



Demos

- [Basic Demos](#)
- [Topic Demos](#)
- [Custom Demos](#)



Community

- [Processing.js Google Group](#)
- [Processing.js GitHub Repo](#)
- [Processing.js on IRC](#)
- [Processing.js on Twitter](#)
- [Community Credits](#)



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

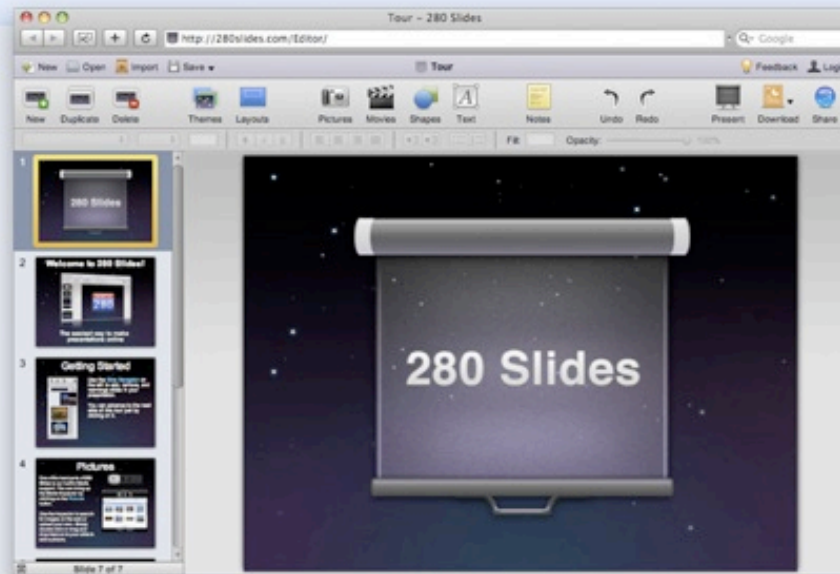
- [Cappuccino 0.8 Tools](#)
- [Cappuccino 0.8](#)
- [Solving the JavaScript Memory Management Problem](#)
- [New Cappuccino App: TimeTable](#)



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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



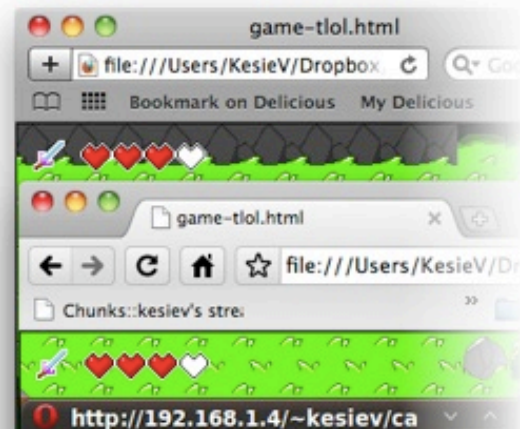
Capman
Arcade classic

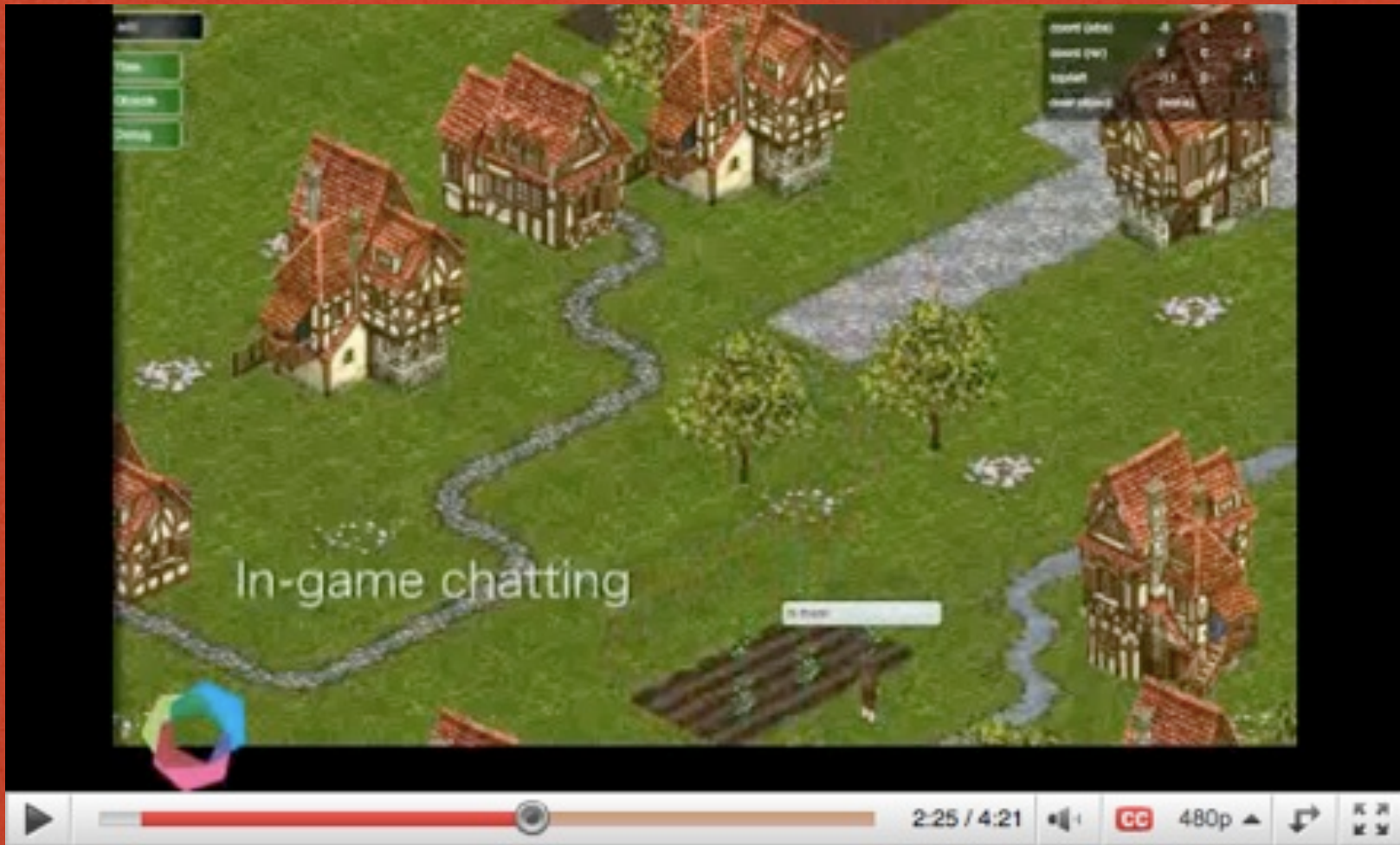
Tried hard but now I can commit on GIT with laptop and Mac. Taking some birthday-pause days and I'll back to the piece! Meanwhile, help!

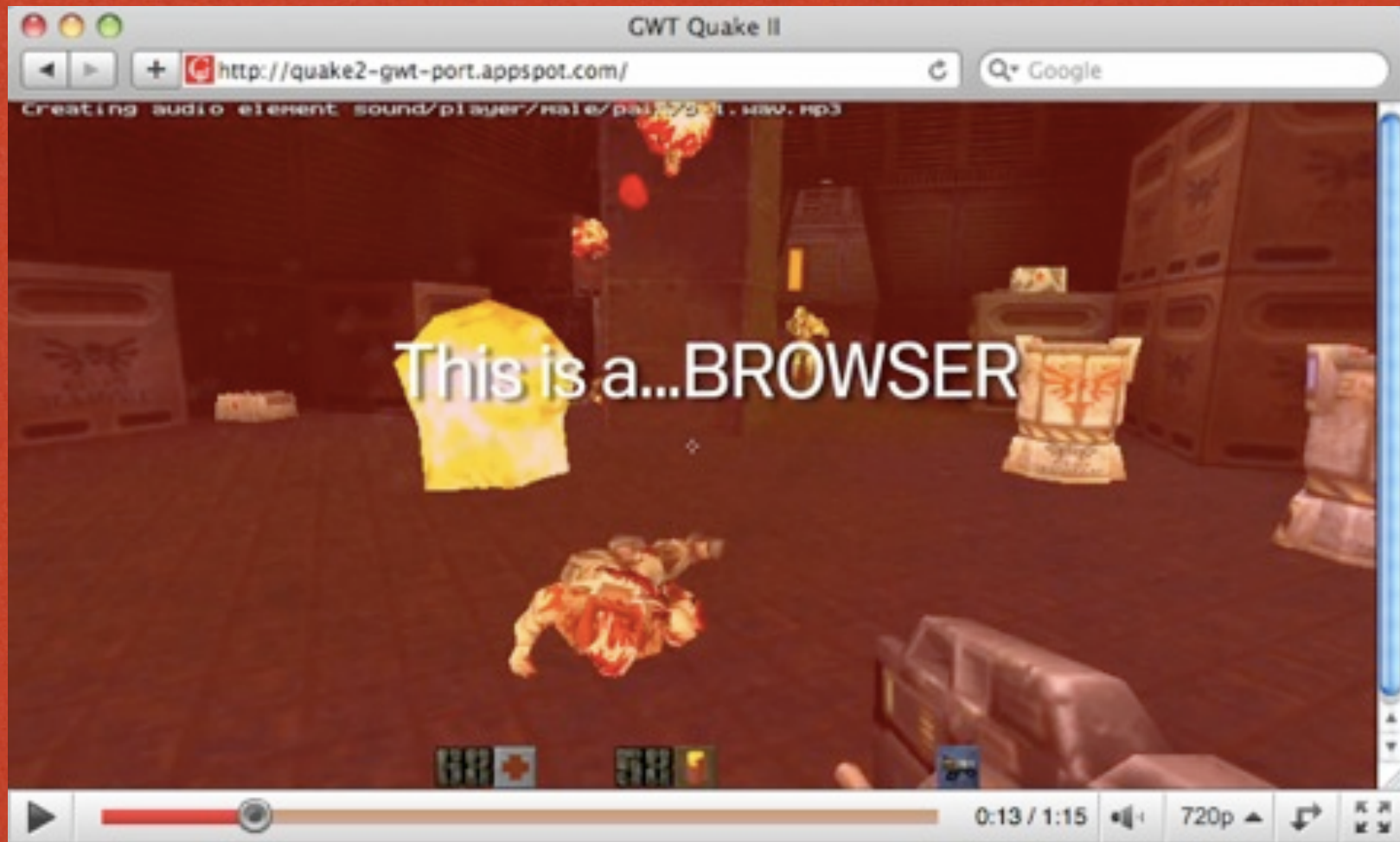
HTML5 is my Arcade.

[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.







www.ondralette.com

Chatroulette Auto reconnect Cam required

Partner

> Connected, feel free to talk now

Typ

Auto start Clean chatting Chat sounds

03:26/06:26 SHARE

frontend/js/editor/editor.js - editing with Bespin

http://bespin.mozilla.com/editor.html#project=bespin&path=frontend/js/editor/editor.js

Bespin >

bespin : frontend/js/editor/editor.js

```
293     args.newChar = String.fromCharCode(e.charCode),
294     actions.insertCharacter(args);
295   } else { // Allow user to move with the arrow continuously
296     var action = this.keyMap[[e.keyCode, e.metaKey, e.ctrlKey, e.altKey, e.shiftKey]];
297
298     if (this.lastAction == action) {
299       delete this.lastAction;
300     } else if (typeof action == "function") {
301       action(args);
302     }
303   }
304
305   Event.stop(e);
306 }
307 });
308
309
310 // ** {{{ Bespin.Editor.UI }}} **
311 //
312 // Holds the UI. The editor itself, the syntax highlighter, the actions, and more
313 Bespin.Editor.UI = Class.create({
314   initialize: function(editor) {
315     this.editor = editor;
316     this.colorHelper = new Bespin.Editor.DocumentColorHelper(editor);
317     this.selectionHelper = new Bespin.Editor.SelectionHelper(editor);
318     this.actions = new Bespin.Editor.Actions(this.editor);
319     this.status
320     this.history
321     this.GUTTER_WIDTH = 54;
322   }
323 });
```

Command History

- ls
- clear
- status
- history

last cmd: history

Data-centric development

The screenshot shows the Adobe Flash IDE interface. The main workspace displays a table with three columns labeled "Column 1", "Column 2", and "Column 3". The table has a light blue header and several rows below it. The interface includes a Package Explorer on the left, a Properties panel on the right, and a console at the bottom showing a service call.

Package Explorer:

- apparatus-tests
- CensusLib
- gaeTest
- lcds-samples
- PrettyButton
- Servers
- simple
- soapTest
 - src
 - (default package)
 - soapTest.mxml
 - services.censussoapservice
 - valueObjects
- Flex 4.0
- Referenced Libraries

Properties Panel:

- Project theme: Current theme: [Spark](#)
- Global application style
- Text: Arial, 12
- Color: Chrome, Focus, Selection, Symbol, Rollover, Content Background
- Color: Alpha: 1.0

Console:

```
CensusSOAPService
  Data Types
  -> getElement(arg0 : int, arg1 : int) : CensusEntryVO[]
```



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frontend/js/editor/editor.js - editing with Bespin

http://bespin.mozilla.com/editor.html#project=bespin&path=frontend/js/editor/editor.js

Bespin >

bespin : frontend/js/editor/editor.js

```
293     args.newChar = String.fromCharCode(e.charCode),
294     actions.insertCharacter(args);
295   } else { // Allow user to move with the arrow continuously
296     var action = this.keyMap[[e.keyCode, e.metaKey, e.ctrlKey, e.altKey, e.shiftKey]];
297
298     if (this.lastAction == action) {
299       delete this.lastAction;
300     } else if (typeof action == "function") {
301       action(args);
302     }
303   }
304
305   Event.stop(e);
306 }
307 });
308
309
310 // ** {{{ Bespin.Editor.UI }}} **
311 //
312 // Holds the UI. The editor itself, the syntax highlighter, the actions, and more
313 Bespin.Editor.UI = Class.create({
314   initialize: function(editor) {
315     this.editor = editor;
316     this.colorHelper = new Bespin.Editor.DocumentColorHelper(editor);
317     this.selectionHelper = new Bespin.Editor.SelectionHelper(editor);
318     this.actions = new Bespin.Editor.Actions(this.editor);
319     this.status
320     this.history
321     this.GUTTER_WIDTH = 54;
322   }
323 });
```

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