HTML5
Friend or Foe?
The Open Web

Friend or Foe?
Remy Sharp.
Non-Flash-er.
HTTP://REMYSHARP.COM/HTML5-SPELL-DEATH-TO-FRASH/
"Flash is dead!"
Is Flash is dead?
Should Flash be worried?
Video killed the radio Flash star?
Flash based

- Capture video
- Encode to FLV
- Upload/create SWF to play FLV
- Copy & paste <object> code
Flash based

- Capture video
- Encode to FLV
- Upload/create SWF to play FLV
- Copy & paste <object> code
Open web based

- Capture video
- Encode to mp4
- Add
  `<video src="foo.mp4" />`
<video src="dizzy.mp4"/>
<html lang="en">
<head>
  <meta charset=utf-8 />
  <title>Video Example</title>
</head>
<body>
<video src="dizzy.mp4" controls/>
</body>
</html>
Scripting
var video = document.getElementsByTagName('video')[0];
if (video.paused) {
  video.play();
}
```javascript
var video = document.getElementsByTagName('video')[0];
if (video.paused) {
    video.play();
}

// position & asTime defined elsewhere
video.addEventListener('timeupdate', function () {
    position.innerHTML = asTime(this.currentTime);
}, false);
```
API

- `play()`, `pause()`, `canPlayType(t)`
API

- play(), pause(), canPlayType(t)
- currentTime, paused, duration, loop, autoplay, muted, volume, etc
API

• play(), pause(), canPlayType(t)

• currentTime, paused, duration, loop, autoplay, muted, volume, etc

• progress, stalled, play, pause, waiting, canplay, seeking, timeupdate
Fullscreen?
⚠️ Warning! User agents should not provide a public API to cause videos to be shown full-screen. A script, combined with a carefully crafted video file, could trick the user into thinking a system-modal dialog had been shown, and prompt the user for a password. There is also the danger of "mere" annoyance, with pages launching full-screen videos when links are clicked or pages navigated. Instead, user-agent specific interface features may be provided to easily allow the user to obtain a full-screen playback mode.
⚠️ Warning! User agents should not provide a public API to cause videos to be shown full-screen. A script, combined with a carefully crafted video file, could trick the user into thinking a system-modal dialog had been shown, and prompt the user for a password. There is also the danger of "mere" annoyance, with pages launching full-screen videos when links are clicked or pages navigated. Instead, user-agent specific interface features may be provided to easily allow the user to obtain a full-screen playback mode.
Video

Note that (at time of writing) Webkit nightly supports full screen mode, which will add a button above.

HTML5 demo
Pros
Pros

• No plugins required
Pros

- No plugins required
- Simple API: play(), pause() etc
Pros

- No plugins required
- Simple API: `play()`, `pause()` etc
- Video & Audio API the same
Pros

• No plugins required
• Simple API: play(), pause() etc
• Video & Audio API the same
• Player chrome is HTML & CSS
Cons

- Accessibility?
Maximising the serendipity of travel
Matt Biddulph, CTO of Dopplr

This is a proof of concept demonstration of HTML pluginless Video and Audio playback, showing AV content synchronised to chapters, allowing direct access to specific sections.
Cons

• Accessibility?
Cons

- Accessibility?
- Codecs
Cons

- Accessibility?
- Codecs
- IE
WATCH WHATEVER WHENEVER.

With Sony’s Betamax SL-8600 videorecorder, you can see any TV show you want to see anytime you want to see it. Because Betamax, which plugs into any TV set and is easy to operate, can videotape a show up to three-hours long (with the L-750 videocassette) while you’re doing something else—even while you’re out of the house, by setting the electronic timer.

It can also videotape something off one channel while you’re watching another channel.

And remember, Sony has more experience in videorecorders than anyone (over 20 years!). In fact, we’ve sold more videorecorders to broadcasters and industry than any other consumer manufacturer. We even make our own tape.

For years you’ve watched TV shows at the times you’ve had to. Now you can watch them at the times you want to.

SONY BETAMAX
THE LEADER IN VIDEO RECORDING

© 1978 Sony Corp. of America. SONY and Betamax are registered trademarks of Sony Co.
<video controls>
  <source src="dizzy.ogv" />
  <source src="dizzy.mp4" />
</video>
Video for Everybody

Download Video: <a href="dizzy.mp4">High Quality "MP4"</a> | <a href="dizzy.ogv">Low Quality "OGG"</a>

http://camendesign.com/code/video_for_everybody
Flash will be needed for video for a while yet.
fonts
sIFR & Cufon
The easiest way to use REAL FONTS ON YOUR WEBSITE

FF Dax Compact Web Pro by FontFont

A snap to set up
We've worked hard to make Typekit easy to use. Add and use fonts the way you want to.
Try it for free

Fast and reliable
Your fonts will be served from a robust network built with hundreds of servers worldwide.
How it works

All your favorites
We're working with foundries to bring the best possible fonts for your website.
Browse fonts

This will change the way you design websites.
Add a line of code to your pages and choose from hundreds of fonts. Simple, bulletproof, standards compliant, accessible, and totally legal.

Feature Tour Try it for Free

© Copyright 2010 Small Batch, Inc. Support Terms & Conditions Privacy Policy Contact Us Typekit on Twitter
• Native font rendering
• IE works via EOT
• Doesn't work in Firefox 3 - 7%
Chatrbox

Chatrbox by Elliott Kember and Hector Simpson

Chatrbox on Twitter! | Help | Sounds: | Click here to log out

Load earlier messages

Elliott Kember 3 months ago
design was by @dizzyup, good friend of mine

Elliott Kember 3 months ago
very clever

Remy Sharp 16 seconds ago
Just here for a screen shot for some lovely Flash folk

Create or join a room

KLN1IRGA

rem

Invite:

Click here to write a message - press Enter to send!

SEND
• Pushed data relies on Flash
• Pushed data relies on Flash
• If no Flash, switches to polling
• Pushed data relies on Flash
• If no Flash, switches to polling
• Polling bad for high concurrency
• Had to work in corporate environment

• Corp env were blocking odd traffic & Flash

• Needed to be pure JS solution

• It's possible, but complicated
WebSocket
var ws = new WebSocket("ws://hostname:80/");

ws.onmessage = function(event) {
    // message in, let's convert it to JSON
    var data = JSON.parse(event.data);
};

ws.onclose = function() {};

ws.onopen = function() {};
var ws = new WebSocket("ws://localhost:8080/");
ws.onmessage = function(event) {
    var data = JSON.parse(event.data);
    var p = $(twitterlib.render(data));
    if( $('#tweets > li').length > 15) {
        $('#tweets > li:last').slideDown(100, function() {
            $(this).remove();
        });
    }
    $( '#tweets' ).prepend( p);
    p.slideDown(140);
};
ws.onclose = function() {
    alert("socket closed");
};
ws.onopen = function() {
    //alert("connected...");
};
```html
    margin: 5px 0 15px 0;
  }

</style>
<script src='http://ajax.googleapis.com/ajax/libs/jquery/1.3.2/jquery.min.js'></script>
<script src='/twitterlib.js'></script>
<script>
$(document).ready(function(){
    if(!('WebSocket' in window)) {
        alert("Sorry, the build of your browser does not support WebSockets. Please use latest Chrome or Webkit nightly");
        return;
    }

    ws = new WebSocket("ws://localhost:8080/");
    ws.onmessage = function(evt) {
        var data = JSON.parse(evt.data);
        var p = $(twitterlib.render(data));
        if( $('#tweets > li').length > 15 ) {
            $('#tweets >li:last').slideUp(100, function() {
                $(this).remove();
            });
        }

        $('#tweets').prepend(p);
        p.slideDown(140);
    }
    ws.onclose = function() {
        alert("socket closed");
    }
    ws.onopen = function() {
        //alert("connected...");
    }
});
</script>
</head>
<body>
  <li id="tweet"></li>
</body>
```
Graphics
Canvas
Google Analytics - Flash charts

Interactive Demo - Canvas charts
Let's get technical
<!DOCTYPE html>
<html>
<head>
  <title>Canvas</title>
</head>
<body>
  <canvas></canvas>
</body>
</html>
var ctx = canvas.getContext('2d');
var ctx = canvas.getContext('2d');

// Create radial gradient
var grad = ctx.createRadialGradient(0,0,0,0,0,600);
var ctx = canvas.getContext('2d');

// Create radial gradient
var grad = ctx.createRadialGradient(0,0,0,0,0,0,600);
grad.addColorStop(0, '#E4E4E4');
grad.addColorStop(1, '#000');
```javascript
var ctx = canvas.getContext('2d');

// Create radial gradient
var grad = ctx.createRadialGradient(0,0,0,0,0,600);
grad.addColorStop(0, '#E4E4E4');
grad.addColorStop(1, '#000');

// assign gradients to fill
ctx.fillStyle = grad;
```
var ctx = canvas.getContext('2d');

// Create radial gradient
var grad = ctx.createRadialGradient(0,0,0,0,0,600);
grad.addColorStop(0, '#E4E4E4');
grad.addColorStop(1, '#000');

// assign gradients to fill
ctx.fillStyle = grad;

// draw 600x600 fill
ctx.fillRect(0,0,600,600);
Let's mix it up
body.onmousemove = function (event) {
  var width = window.innerWidth,
      height = window.innerHeight,
      x = event.clientX,
      y = event.clientY,
      rx = 600 * x / width,
      ry = 600 * y / width;

  var xc = parseInt(256 * x / width);
  var yc = parseInt(256 * y / height);

  grad = ctx.createRadialGradient(rx, ry, 0, rx, ry, 600);
  grad.addColorStop(0, '#000');
  grad.addColorStop(1, 'rgb('+xc+','+(255-xc)+','+yc+')');

  ctx.fillStyle = grad;
  ctx.fillRect(0,0,600,600);
};

http://html5demos.com/canvas-grad
body.onmousemove = function (event) {
  var width = window.innerWidth,
      height = window.innerHeight,
      x = event.clientX,
      y = event.clientY,
      rx = 600 * x / width,
      ry = 600 * y / width;

  var xc = parseInt(256 * x / width);
  var yc = parseInt(256 * y / height);

  grad = ctx.createRadialGradient(rx, ry, 0, rx, ry, 600);
  grad.addColorStop(0, '#000');
  grad.addColorStop(1, 'rgb('+xc+','+(255-xc)+','+yc+')');

  ctx.fillStyle = grad;
  ctx.fillRect(0,0,600,600);
};

http://html5demos.com/canvas-grad
```javascript
body.onmousemove = function (event) {
  var width = window.innerWidth, 
      height = window.innerHeight, 
      x = event.clientX, 
      y = event.clientY, 
      rx = 600 * x / width, 
      ry = 600 * y / height;

  var xc = parseInt(256 * x / width); 
  var yc = parseInt(256 * y / height);

  var grad = ctx.createRadialGradient(rx, ry, 0, rx, ry, 600); 
  grad.addColorStop(0, '#000'); 
  grad.addColorStop(1, 'rgb('+xc+','+(255-xc)+','+yc+')');

  ctx.fillStyle = grad; 
  ctx.fillRect(0,0,600,600);
};

http://html5demos.com/canvas-grad
```
body.onmousemove = function (event) {
    var width = window.innerWidth, 
        height = window.innerHeight, 
        x = event.clientX, 
        y = event.clientY, 
        rx = 600 * x / width, 
        ry = 600 * y / width;

    var xc = parseInt(256 * x / width); 
    var yc = parseInt(256 * y / height);

    grad = ctx.createRadialGradient(rx, ry, 0, rx, ry, 600); 
    grad.addColorStop(0, '#000'); 
    grad.addColorStop(1, 'rgb(' + xc + ', 255 - ' + xc + ', ' + yc + ')');

    ctx.fillStyle = grad; 
    ctx.fillRect(0, 0, 600, 600);
};

http://html5demos.com/canvas-grad

Set the new fill style and refill - the browser handles the hard work
body.onmousemove = function (event) {
    var width = window.innerWidth,
        height = window.innerHeight,
        x = event.clientX,
        y = event.clientY,
        rx = 600 * x / width,
        ry = 600 * y / width;

    var xc = parseInt(256 * x / width);
    var yc = parseInt(256 * y / height);

    grad = ctx.createRadialGradient(rx, ry, 0, rx, ry, 600);
    grad.addColorStop(0, '#000');
    grad.addColorStop(1, 'rgb('+xc+','+(255-xc)+','+yc+')');

    ctx.fillStyle = grad;
    ctx.fillRect(0, 0, 600, 600);
};

http://html5demos.com/canvas-grad
canvas.toDataURL("image/png");
Canvas
+
`drawImage`
+
Video
=

Click to play:

Choose a pattern:

Video:

Image:

Image:

Canvas:

Your text:

Your drawing:

Transferring data from people.mozilla.com...
<canvas/>

patterns: video, img, canvas

computeHandlerPositions();
canvas.rotate();
canvas.translate();
canvas.scale();
canvas.drawImage(pattern);

canvas.drawImage(video);

<video/>

display: none;

ctx.translate(canvas.width/2, canvas.height/2);
ctx.scale(-1, 1);
ctx.translate(-canvas.width/2, -canvas.height/2);

ctx.drawImage(
    video, 0, 0,
    video.width,
    video.height,
    0, 0,
    canvas.width,
    canvas.height);

http://html5demos.com/video-canvas
ctx.translate(canvas.width/2, canvas.height/2);
ctx.scale(-1, 1);
ctx.translate(-canvas.width/2, -canvas.height/2);

drawImage(
    video, 0, 0,
    video.width,
    video.height,
    0, 0,
    canvas.width, canvas.height);

http://html5demos.com/video-canvas
ctx.getImageData(0, 0, w, h);
```javascript
ctx.getImageData(0, 0, w, h);
```

<table>
<thead>
<tr>
<th></th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>r</td>
<td>g</td>
<td>b</td>
<td>a</td>
</tr>
<tr>
<td>1</td>
<td>r</td>
<td>g</td>
<td>b</td>
<td>a</td>
</tr>
<tr>
<td>...</td>
<td>r</td>
<td>g</td>
<td>b</td>
<td>a</td>
</tr>
</tbody>
</table>
```python
pixels.data[i * 4 + 0];
```

<table>
<thead>
<tr>
<th></th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>r</td>
<td>g</td>
<td>b</td>
<td>a</td>
</tr>
<tr>
<td>1</td>
<td>r</td>
<td>g</td>
<td>b</td>
<td>a</td>
</tr>
<tr>
<td>...</td>
<td>r</td>
<td>g</td>
<td>b</td>
<td>a</td>
</tr>
</tbody>
</table>
pixels.data[i * 4 + 1];
```c
pixels.data[i * 4 + 2];
```

<table>
<thead>
<tr>
<th></th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>r</td>
<td>g</td>
<td>b</td>
<td>a</td>
</tr>
<tr>
<td>1</td>
<td>r</td>
<td>g</td>
<td>b</td>
<td>a</td>
</tr>
<tr>
<td>...</td>
<td>r</td>
<td>g</td>
<td>b</td>
<td>a</td>
</tr>
</tbody>
</table>
```python
pixels.data[i * 4 + 3];
```
for (i = 0; i < pixels.data.length / 4; i++) {
    totals.r += pixels.data[i * 4 + 0]; // r
    totals.g += pixels.data[i * 4 + 1]; // g
    totals.b += pixels.data[i * 4 + 2]; // b
}

var r = parseInt(totals.r / (w*h)),
g = parseInt(totals.g / (w*h)),
b = parseInt(totals.b / (w*h)),
rgb = [r, g, b].join(',');
Native SVG in Firefox...
...using Flash!
segue: just like screaming monkey
Yeah, 3D CSS.
#canvas {
  -webkit-perspective: 800;
  -webkit-perspective-origin: 50% 20em;
}

#rubiks {
  -webkit-transform-style: preserve-3d;
  -webkit-transform: rotateX(15deg) rotateY(15deg);
}

#rubiks .face1 {
  -webkit-transform: rotateX(90deg) translateZ(10.8em);
}

#rubiks .face2 {
  /* front */
  -webkit-transform: translateZ(10.8em);
}

#rubiks .face3 {
  -webkit-transform: rotateY(90deg) translateZ(10.8em);
}
WebGL
Thank you for testing WebKit!

Individuals like yourself who download and test the latest nightly builds of WebKit help us to create the highest quality product. For that, we thank you.

How can I help?

The number one way you can help is to report issues you encounter while using WebKit.

Tester Center

- Bug Reporting Tips
  A guide to writing a good bug report for the developers.
- Bugs Needing Reduction
  Bugs that need a reduced testcase made.
- Unconfirmed Bugs
  Bugs that need a clear list of steps for reproduction.
- How to Reduce a Bug
  A guide to making a good testcase that will help us.
- Bug Life Cycle
  Describes the life cycle of a bug in the WebKit project.

Developer Center

- Bugs With Reductions
  Bugs that have reduced testcases attached.
- High Priority Bugs
  The most important bugs to fix.
- Forgotten Patches
  These bugs are good starting points.
- Patches awaiting Review
  Patches that are awaiting review.
- Approved Patches
  Patches with positive reviews that need to be landed.
Mobile?
WebGL in Firefox on Nokia N900
Things to do when the internet is down:

- Bake monster cupcakes...
- Read important stuff...
- Re-arrange magnets on the fridge...
- Texting to Twitter...
- Doodle...
- Create stuff for my Etsy shop...
- Eat ice cream to celebrate National Ice Cream Month!
Offline Apps

- Application cache / manifest
- Events: offline, online
- navigator.onLine property
Offline Apps

- Application cache / manifest
- Events: offline, online
http://icanhaz.com/rubiks
Using a Manifest

<!DOCTYPE html>
<html manifest="my.manifest">
<body>
<!-- my page -->
</body>
</html>
Using a Manifest

```html
<!DOCTYPE html>
<html manifest="my.manifest">
<body>
<!-- my page -->
</body>
</html>
```
my.manifest

CACHE MANIFEST

app.html
css/style.css
js/app.js

#version 13
The Manifest

1. Serve as text/manifest, by adding to mime.types:

   text/cache-manifest manifest
The Manifest

2. First line must be:

CACHE MANIFEST
The Manifest

3. Including page is implicitly included in the cache.
The Manifest

4. Two further namespaces: NETWORK & FALLBACK

FALLBACK: / offline.html
The Manifest

5. Include some versioning to cache bust your manifest

# version 16
The process
Browser: request

Server: serve all

Browser: I have a manifest, cache assets

Server: serve manifest assets

Browser: applicationCache updated

Browser: reload

Browser: serve locally only request manifest file

Server: 304 Not Modified
Browser: request

Server: serve all

Browser: I have a manifest, cache assets

Server: serve manifest assets

Browser: applicationCache updated

Browser: reload

Browser: serve locally

Browser: only request manifest file

Server: 304 Not Modified
Browser: request

Server: serve all

Browser: I have a manifest, cache assets
Browser: request

Server: serve all

Browser: I have a manifest, cache assets
Browser: request

Server: serve all manifest, cache assets

Browser: I have a manifest, cache assets

Server: serve manifest assets

Browser: applicationCache updated

Server: 304 Not Modified
Browser: request

Server: serve all

Server: serve manifest assets

Browser: I have a manifest, cache assets

Browser: reload

Browser: serve

applicationCache updated

Server: 304 Not Modified

Browser: serve locally only request manifest file
Browser: request

Server: serve all

Browser: I have a manifest, cache assets

Server: serve manifest assets

Browser: applicationCache updated

Server: serve locally

Browser: reload

Server: 304 Not Modified
Browser: request

Server: serve all

Browser: I have a manifest, cache assets

Server: serve manifest assets

Browser: applicationCache updated

Browser: reload

Browser: serve locally

Browser: only request manifest file

Server: 304 Not Modified
Browser: request

Server: serve all

Server: serve manifest assets

Browser: applicationCache updated

Browser: only request manifest file

Server: 304 Not Modified
Problem: Change of content requires 2 refreshes

Server: serve manifest assets
Browser: I have a manifest, cache assets

Server: 304 Not Modified
Browser: request manifest file
Browser: only request manifest file
Browser: serve locally
Browser: applicationCache updated
Browser: reload

Browser: serve all

Browser: request
applicationCache.onUpdateReady = function () {
    applicationCache.swapCache();
    notice('reload');
};

window.onOnline = function () {
    // fire an update to the cache
    applicationCache.update();
};
Web Workers
• "Threads"
• "Threads"
• Sandboxboxed
• "Threads"
• Sandboxed
• Debugging can be tricky
Non Worker (for reference)

Canvas is running whilst an prime number finder runs - this will cause your browser to hang

Prime found: 2363741

Start worker

Slow Script
Safari is no longer responding because of a script on the webpage "HTML5 Demo: worker reference point" (http://html5demos.com/non-worker). Do you want to stop running the script, or let it continue?

Stop  Continue
Worker

Canvas is running whilst an prime number finder runs in a worker

Prime found: 0

start worker
var w = new Worker('worker.js');
app.html

```javascript
var w = new Worker('worker.js');

w.onmessage = function (event) {
    alert("msg: "+ event.data);
};
```
```javascript
var w = new Worker('worker.js');

w.onmessage = function (event) {
  alert("msg: " + event.data);
};

w.postMessage('run');
```
onmessage = function (event) {
  if (event.data == 'run') {
    run();
  }
};

function run() {
  var n = 1;
  search: while (running) {
    n += 1;
    for (var i = 2; i <= Math.sqrt(n); i += 1) {
      if (n % i == 0)
        continue search;
    // found a prime!
    postMessage(n);
  }
}
onmessage = function (event) {
  if (event.data === 'run') {
    run();
  }
};

function run() {
  var n = 1;
  search: while (running) {
    n += 1;
    for (var i = 2; i <= Math.sqrt(n); i += 1) {
      if (n % i === 0) {
        continue search;
      }
      // found a prime!
      postMessage(n);
    }
  }
}
onmessage = function (event) {
    if (event.data == 'run') {
        run();
    }
};

function run() {
    var n = 1;
    search: while (running) {
        n += 1;
        for (var i = 2; i <= Math.sqrt(n); i += 1) {
            if (n % i == 0) {
                continue search;
                // found a prime!
            }
        }
        postMessage(n);
    }
}
Can dos

- Spawn more workers
- setTimeout/Interval & clear
- Access navigator
- Error handling onerror
- XHR (though responseXML is null)
8 workers
Workers disabled
Not always accurate!
navigator.geolocation.getCurrentPosition(function (geo) {
    console.log(geo);
}, function () {
    // error handler
});
navigator.geolocation.getCurrentPosition(function (geo) {
    console.log(geo);
}, function () {
    // error handler
});

undefined latitude=51.500152 longitude=-0.126236 altitude=64
accuracy=8
altitude=32
altitudeAccuracy=4
classDescription=16
classID=2147483648
contractID=1
flags=2
handling=140000
location=0
radius=0
security=0
speed=8
tracking=false

 coords
 CONTENT_NODE
 DOM_OBJECT
 EAGER_CLASSINFO
 MAIN_THREAD_ONLY
 PLUGIN_OBJECT
 RESERVED
 SINGLETON
 THREADSAFE
 accuracy
 altitude
 altitudeAccuracy
 classDescription
 classID
 contractID
 flags
 handling

<table>
<thead>
<tr>
<th>Key</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>LAGER_CLASSINFO</td>
<td>32</td>
</tr>
<tr>
<td>MAIN_THREAD_ONLY</td>
<td>4</td>
</tr>
<tr>
<td>PLUGIN_OBJECT</td>
<td>16</td>
</tr>
<tr>
<td>RESERVED</td>
<td>2147483648</td>
</tr>
<tr>
<td>SINGLETON</td>
<td>1</td>
</tr>
<tr>
<td>THREADSAFE</td>
<td>2</td>
</tr>
<tr>
<td>accuracy</td>
<td>140000</td>
</tr>
<tr>
<td>altitude</td>
<td>0</td>
</tr>
<tr>
<td>altitudeAccuracy</td>
<td>0</td>
</tr>
<tr>
<td>classDescription</td>
<td>&quot;wifi geo position coords object&quot;</td>
</tr>
<tr>
<td>classID</td>
<td>null</td>
</tr>
<tr>
<td>contractID</td>
<td>&quot;&quot;</td>
</tr>
<tr>
<td>flags</td>
<td>8</td>
</tr>
<tr>
<td>heading</td>
<td>0</td>
</tr>
<tr>
<td>ImplementationLanguage</td>
<td>2</td>
</tr>
<tr>
<td>latitude</td>
<td>51.500152</td>
</tr>
<tr>
<td>longitude</td>
<td>-0.126236</td>
</tr>
<tr>
<td>speed</td>
<td>0</td>
</tr>
</tbody>
</table>
Microdata, datagrids, XHR2 & upload progress events

History manager, drag & drop

Accessible Rich Internet Applications

...and more!
http://www.w3.org/TR/html5
http://tr.im/whatwg_complete
irc://irc.freenode.net/#whatwg
@rem
remy@leftlogic.com
http://delicious.com/remy.sharp/fb022010