Disclaimer

I don't speak on behalf of the Mozilla Foundation or the Mozilla Corporation
Aim

- Clarify Mozilla's attitude towards SVG
- Provide a status update
- Summarize the major work we've still to do
- Encourage one or two of you to get involved
MoCo's position on SVG

- Mozilla exists to promote openness, innovation, and opportunity on the Internet
- Open web standard alternatives for vector graphics and animation are a high priority
- Everyone accepts that SVG is part of the solution
- Committed to implementing all of SVG 1.1 Full
- SVG 1.2 Tiny will be considered
...and on the SVG Working Group

- Encouraged by recent trends
- Encouraged by more even traditional browser/mobile vendor balance
- Very happy to see Opera taking such an active leading role
- Encouraged by move to more openness/transparency (public-svg-wg)
- Would like to see an open issue tracker for providing feedback specs instead of mailing list
Concerns

- Internet Explorer support
- Interoperability
  - Implementations are incompatible overlapping sets
- Authoring tools
  - Nothing close to Flash or Expression Design/Blend
  - Tools essential for all but the simplest SVG
- Learning material
Core developers for Firefox 3's SVG

- Tim Rowley
- Robert Longson
- Jonathan Watt
- Robert O'Callahan

Other Firefox contributors

- Boris Zbarsky
- John Morris
- Patches and other help from several others
New in Firefox 3

- Patterns
- Filters
- Masking
- foreignObject
- Sane (X)HTML embedding
- Text improvements
- Marker improvements
- Performance and memory improvements
Firefox 3 vital statistics

- 1,319 SVG bugs filed
  - 707 fixed
  - 219 duplicates
  - 184 worksforme
  - 121 invalid
  - 42 wontfix
- Net increase in open bugs: approx. 50
- Currently 320 open SVG bugs
Current contributors

Tim Rowley moved on to other things by IBM, sadly. Jonathan Watt finding little spare time.

• Robert Longson        Volunteer
• Robert O'Callahan    MoCo employee
• Daniel Holbert        MoCo employee
• Boris Zbarsky        MoCo employee

No one working on SVG full time
Current implementation status

From Jeff Schiller's SVG 1.1 support table:

- Opera 9.5 94%
- ASV 6 86%
- Webkit r34603 80%
- Firefox 3.0 60% (67% with SMIL patch)
- Renesis 1.1 59%

No longer level with Opera...refactoring cost us
Main missing features

- 14% SMIL animation
- 8% Text
- 4% SVG fonts
- 1% External ref's (<symbol>, <pattern>, ...)
- 1% SVG as an image (CSS, HTML <img>,...)

...brings us to 95%

Text selection also important
Features in progress

- **SMIL animation**
  - Daniel Holbert targeting 1.9.1 (tight)
  - Robert Longson clearing undergrowth

- **External references**
  - Boris Zbarsky targeting 1.9.1 (also tight)

- **SVG as an image**
  - Robert O'Callahan's CSS 'background-image' work
    plus external references hopefully gives us this in 1.9.2
So what about...?

- Text
  - Unsure about schedule/resources

- SVG fonts
  - External reference infrastructure is a prerequisite, and John Daggett's work will help
Other implementation work

- Memory use (mobile)
- Performance (esp. filters)
- Hardware acceleration
- foreignObject: filtering, in patterns, invalidation bugs
- Allowing filter, mask, clip-path to be used on non-SVG elements
- Finish notification and COM refactoring
- Firefox 3 regressions, and new bug reports
Non-implementation work

- Automated testing
  - Shared test suites/frameworks
  - Need massively more tests

- Make it easy for new contributors
  - Code documentation
  - Organize bug reports
MoCo action

- SVG needs a full time, technically strong leader
  - We need someone proactive on the SVG WG yesterday
- Now seriously considering hiring someone

Also:
- Mentoring for any new volunteers
- Raise the profile of SVG and get people excited about what it can do
How you could help

- Tell others they can help
- Report bugs
- Help with bug triage
- Help with testcases
- Review our code
- Help fix bugs/implement features

For more:  http://jwatt.org/moz/svg/help-out
Questions?

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