Extensions on Android

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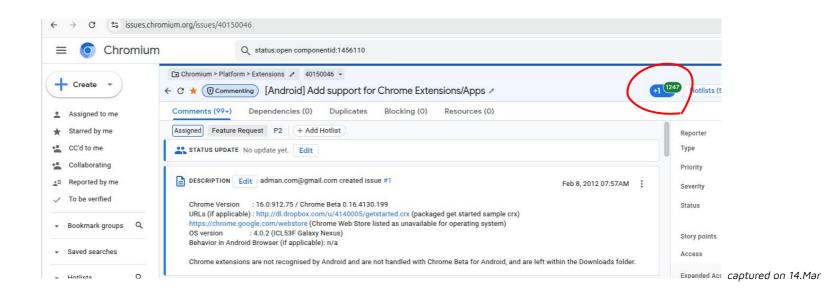


Current

- Not support Extensions on Android / iOS
- Not support Extensions on Embedders that do not use //chrome layer like CEF



How interested?





How interested?

	P ▼	TYPE ▼	TITLE *	↓ 7D VIEWS ▼
□☆	P1	Bug	Extension is turned off after `chrome.runtime.reload()`	76
	P2	Feature Request	[Android] Add support for Chrome Extensions/Apps	65
□☆	P2	Bug	documentLifecycle active instead of prerender	30
□☆	P2	Bug	declarativeNetRequest redirects throw the "net::ERR_UNSAFE	22
	P1	Bug	Service worker fails to register on first launch of new profile	20

sorted on 14.Mar



Enable Extensions on Android

- Added 'enable_extensions = true' to gn
- Defined/Added a new build flag, `enable_extensions_for_android = true` to gn
- Fixed build/linking errors
- Landed some build errors to upstream
- Added some dummy implementation for Android port
- Fixed the crash issue caused by the difference of the sequence of startup



What is able to

- Install/Uninstall Extensions apps
- Parse Extensions apps manifest
- Execute content script / background script
- APIs: alarm, declarative*, dom, events, i18n, idle, runtime, storage...



What is *NOT* able to (yet)...

- chrome://extensions
- Web Store & Update
- APIs: bookmarks, contentSettings, downloads, debugger, *Capture, gcm, permission, sidePanel, tab*, windows....
- Theme, Toolbar, Bubble UI, Dialogs, Built-in Extensions



Then,

Run light extension apps like google docs offline



However,

- Touched too many files & Increased the cost of rebase
- Can not reuse for other Embedders that do not use //chrome layer



Idea,

- Have //components/extensions
 - Most of them will use the codes from //chrome/browser/extensions
 - o break down into common part, delegate part, specific part for UI, etc...
- Flexibility for Embedder
- Reduce the conflicting when rebasing



Thanks



