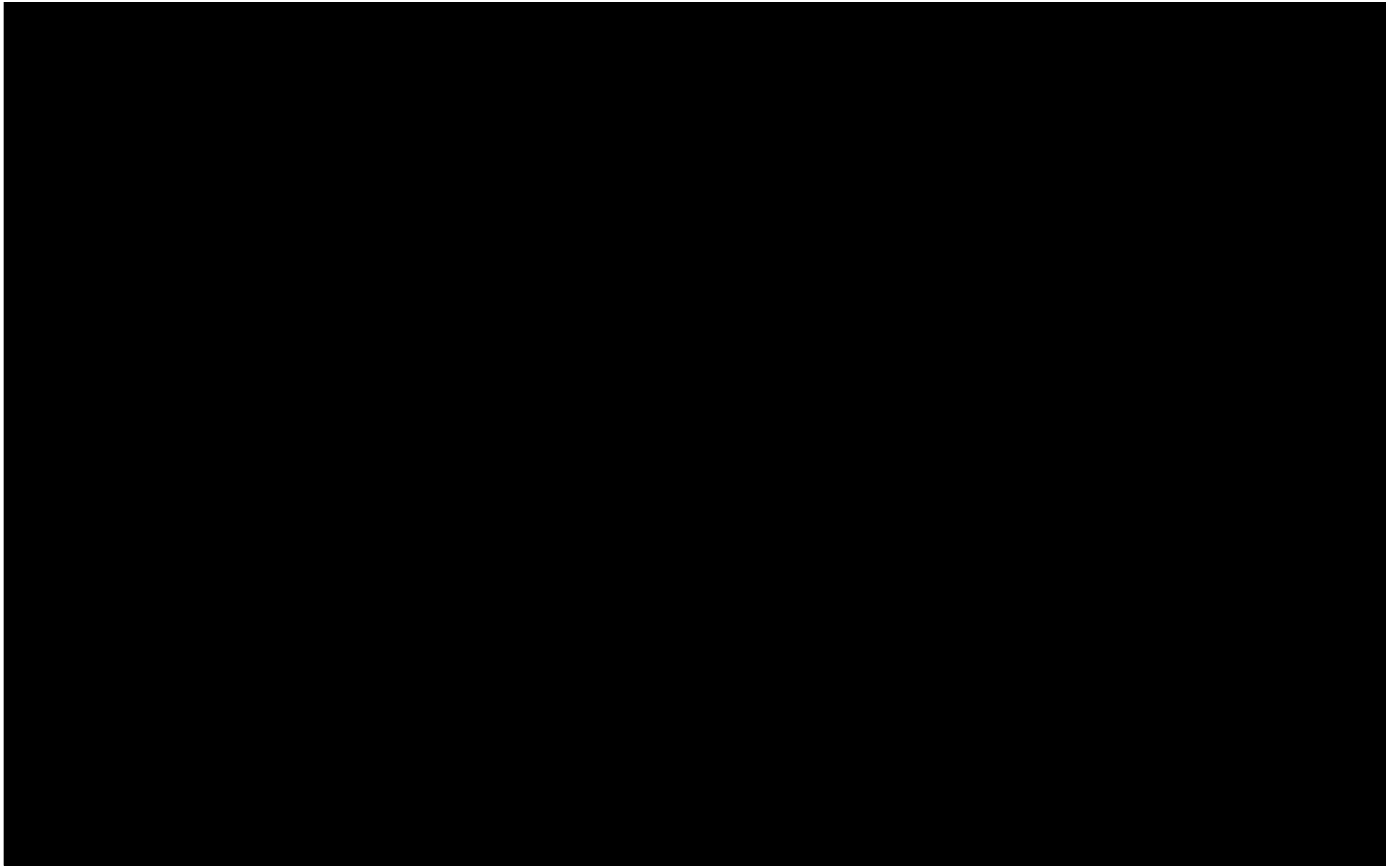
Understanding Layout and Gestures

In Safari on iOS and Lion

Session 516

Beth Dakin
Safari and WebKit Engineer




iPad
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Messages
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Notes
Reminders
Maps
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iTunes
App Store
Newsstand
FaceTime
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Photo Book
Settings
Safari
Mail
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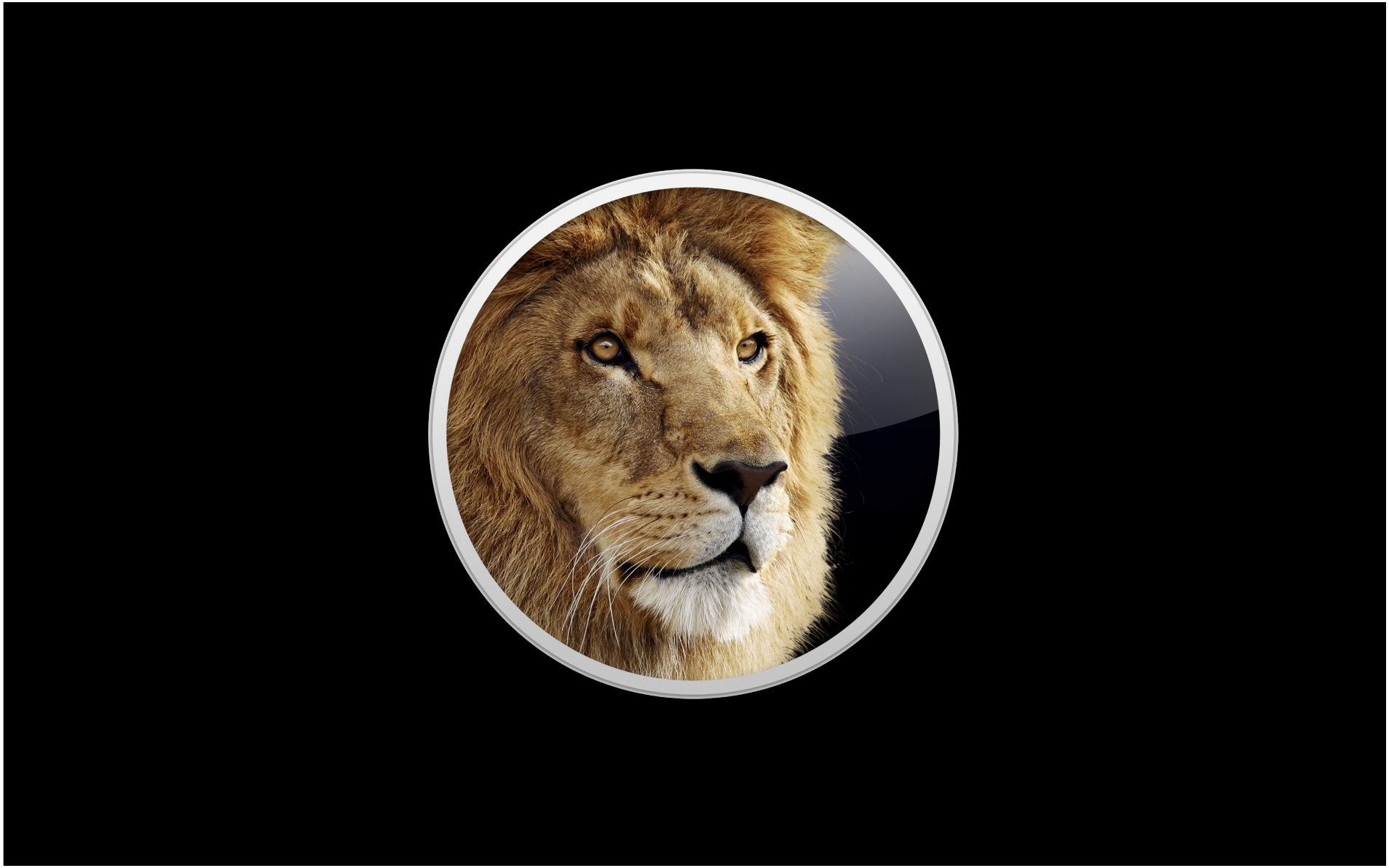
Music

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What You Will Learn

1. Pixel perfection on iOS
2. Scrollbars and scrolling on Lion
3. Multi-touch gestures on Lion and iOS

Safari on iOS

How did it do that? How do I do this?

Vicki Murley
Safari Technologies Evangelist


3G
9:41 AM
facebook
Profile
Messages (21)
More
Top News · Most Recent
What's on your mind?
Share
Or: Check In
Matt Watson
kitten vs a scary thing (котенок против страшной неведомой хрени)
Favorited on www.youtube.com
1 hour ago via YouTube
1 comment
Brady Eidson X-men: Business Class.
4 hours ago
1 person
1 comment
Melissa Jones Austin - live music capital of the world
9:41 AM
NETFLIX
med Movies
Toy Story 3
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Easy A
2010 PG-13 1h 32m
Star Trek
2009 PG-13 2h 06m
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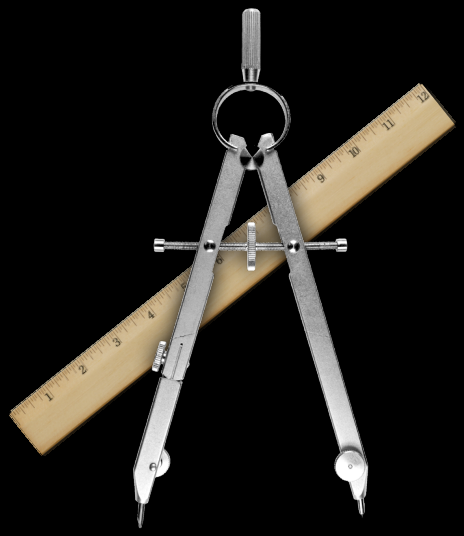
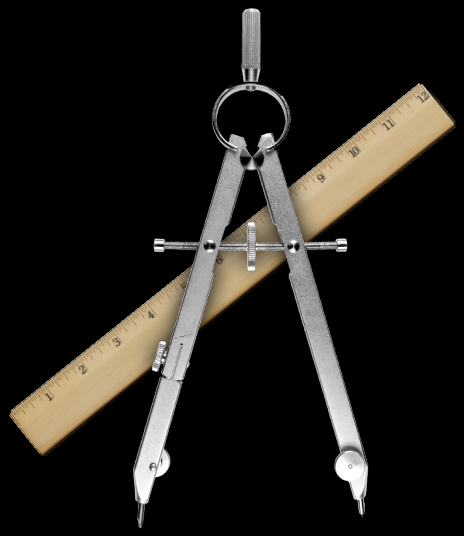
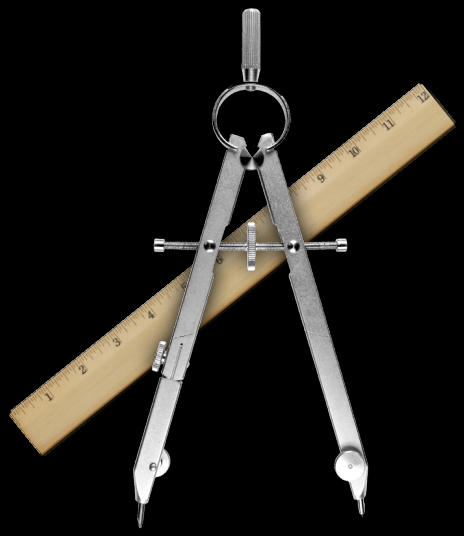


Undesirable Results
for Layout and Behaviors



Undesirable Results
for Layout and Behaviors

Pixelated Images
on Retina Displays



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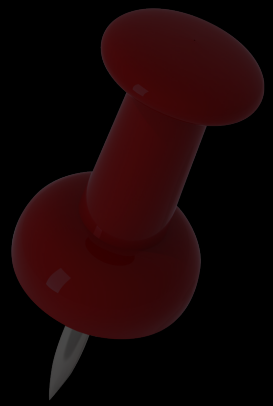


Flaky
Fixed Positioning

Undesirable Results for Layout and Behaviors

What kind of results, specifically?

"I have empty space on the edges of my web page..."

"My web app doesn't fit the screen the way I want it to."

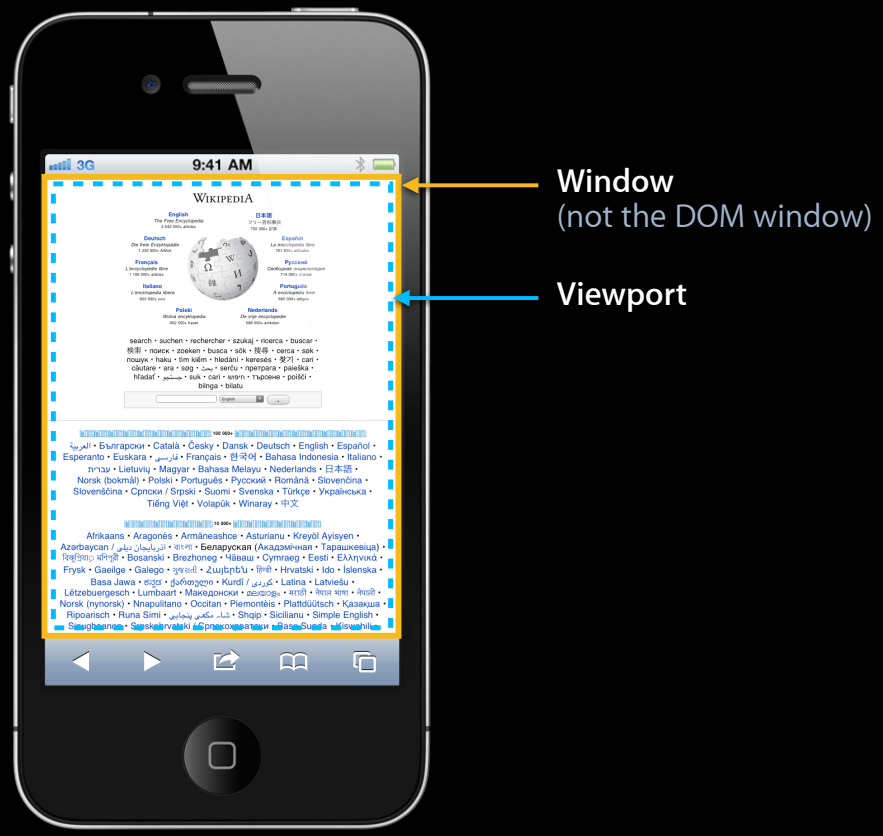
"I set the width, but I'm still seeing horizontal scrolling, or 'bounce'..."

"Double-tap and pinch are great for web pages, but not for my web app..."

The Viewport

The Viewport

Safari on iOS




WIKIPEDIA
English
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Wolna encyklopedia
802 000+ haseł
Nederlands
De vrije encyclopedie
688 000+ artikelen
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Tiếng Việt • Volapük • Winaray • 中文
Afrikaans
Ayisyen •
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Тарашкевіца) •
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Ido • Íslenska •
Basa Ja
atviešu •
Lëtzebuergesch
नेपाल भाषा • नेपाली •
Norsk (nynorsk) •
üütsch • Қазақша •
Ripoarisch • Runa Simi • شاہ مکھی پنجابی • Shqip • Sicilianu • Simple English •
Sinugboanon • Srpskohrvatski / Српскохрватски • Basa Sunda • Kiswahili •
Tagalog • Walon • Yorùbá • 粵語 • Žemaitėška
Window
Viewport


Wikipedia
English
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3G
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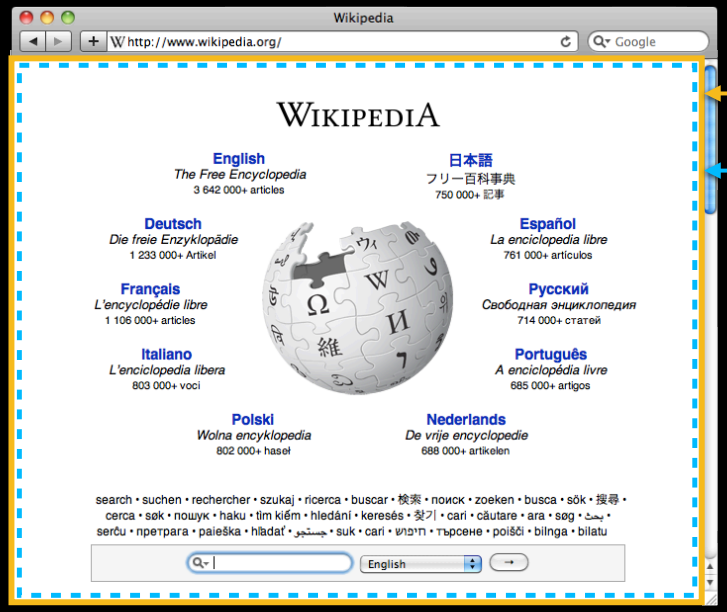
Ripoarisch • Runa Simi • Shqip • Sicilianu • Simple English •
Sinugboanon • Srpskohrvatski / Српскохрватски • Basa Sunda • Kiswahili •
Window
Viewport

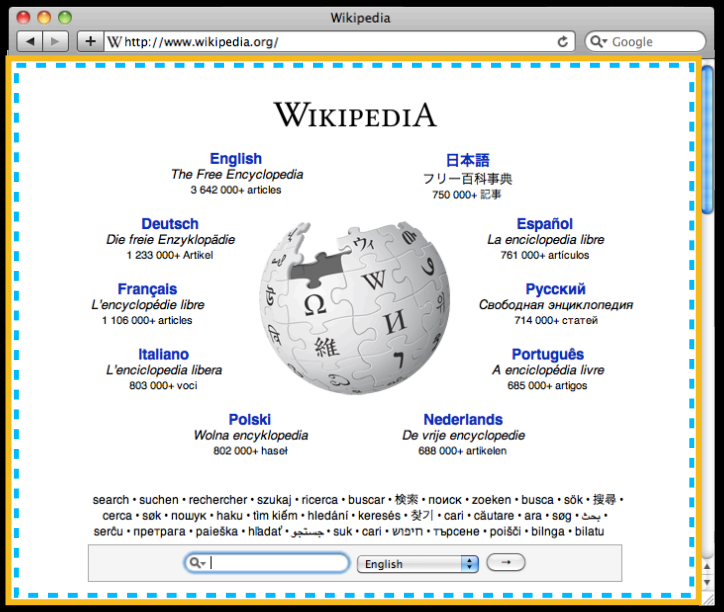
The Viewport

Safari on the desktop



The Viewport

Safari on the desktop



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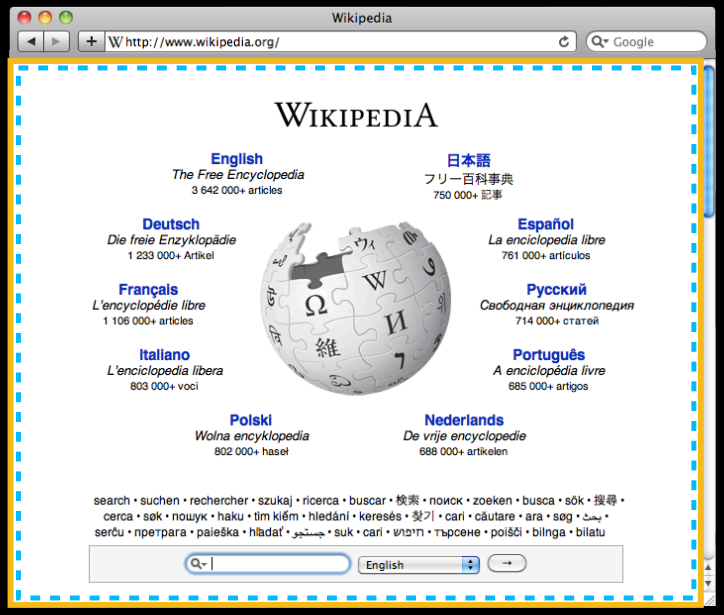
Safari on the desktop



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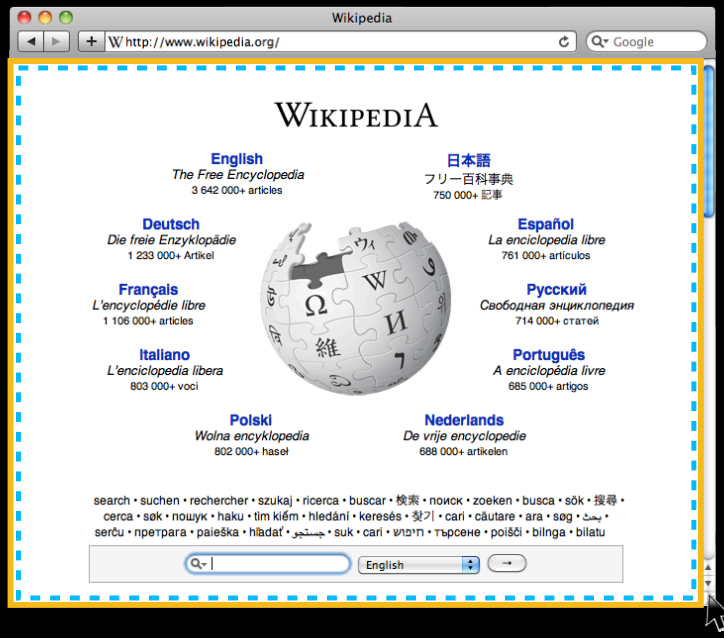
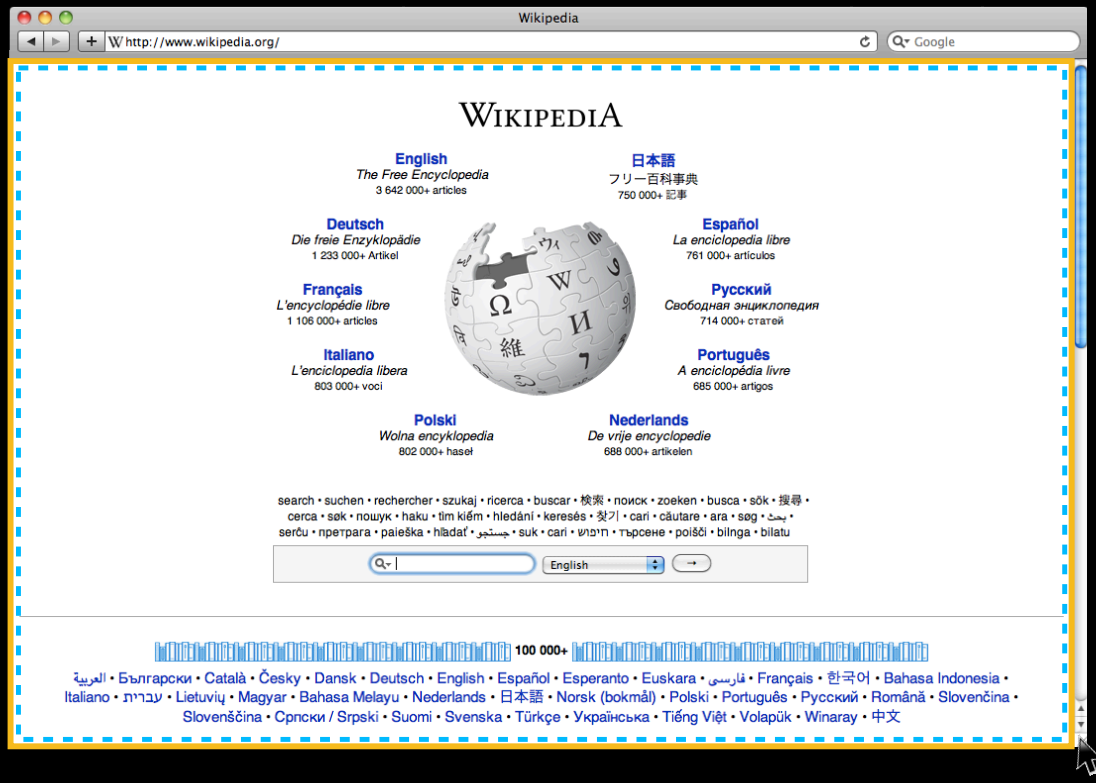
Safari on the desktop



The Viewport

Safari on the desktop



The Viewport

Safari on the desktop

The Viewport

Safari on iOS

- Viewport height and width values do not change
- Users scale, and pan to see content

Window
Viewport

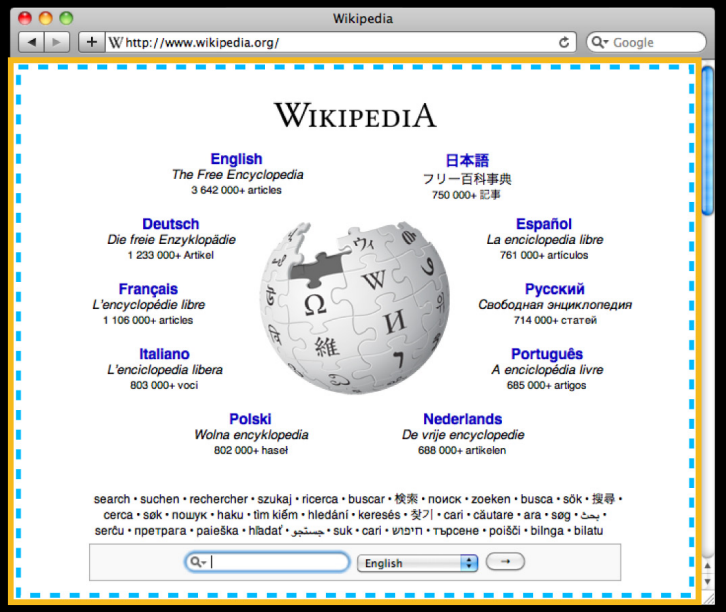
The Viewport

Safari on iOS

- Viewport height and width values do not change
- Users scale, and pan to see content

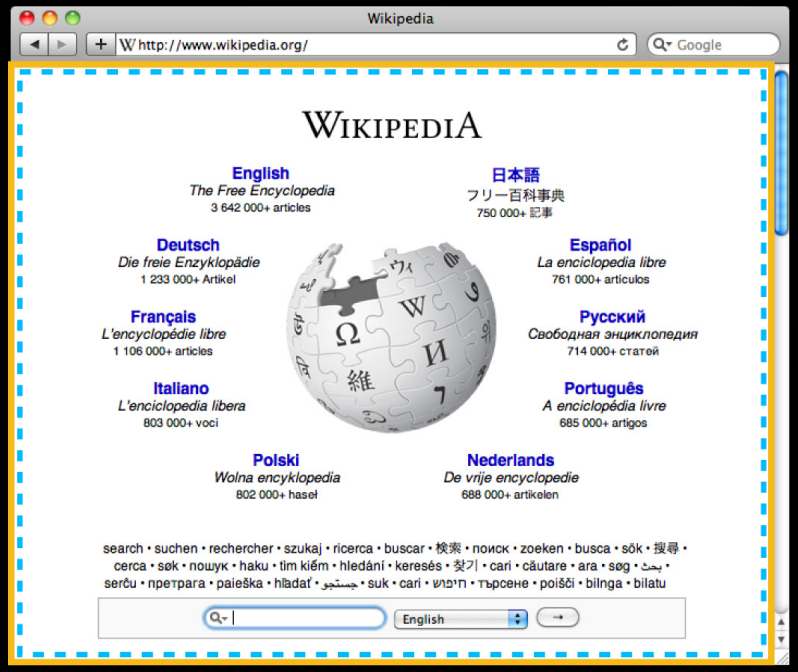
Safari on the desktop

- Viewport height and width values are adjusted by the user



Window
Viewport

The Viewport



We assume 980px width…

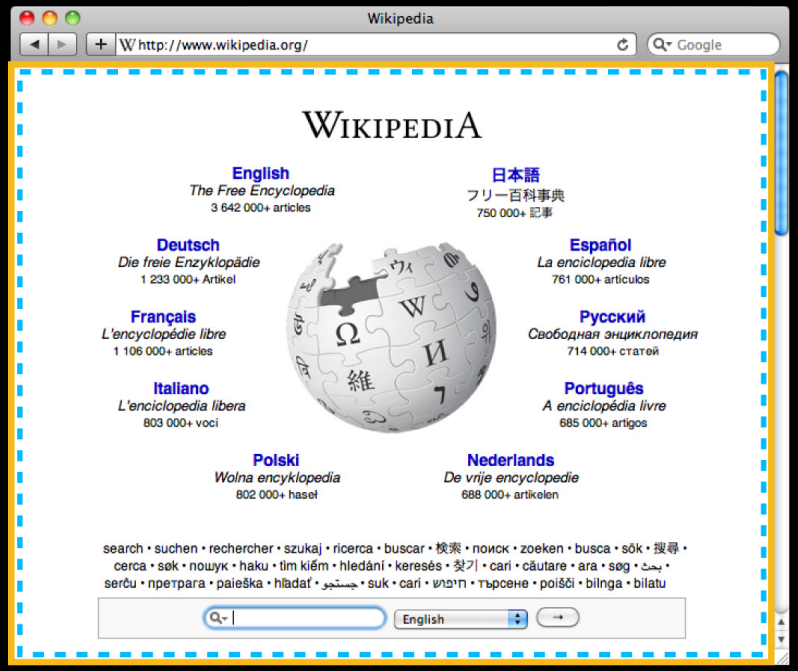
…then scale down to 320px

(for iPhone)

The Viewport

Default Viewport Settings

```
width:980px  scale:320/980 = 0.32653
```



We assume 980px width...

...then scale down to 320px

(for iPhone)

Undesirable Results for Layout and Behaviors

Under-utilized edge space

The Viewport Tag

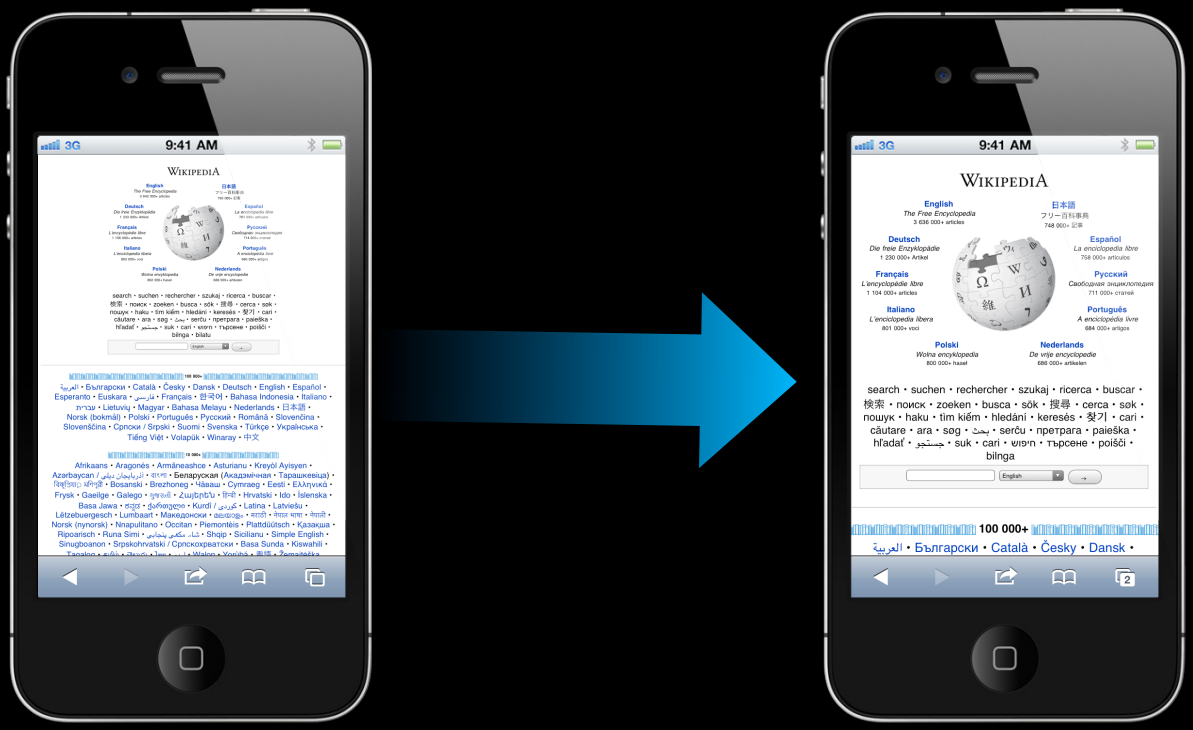
Tell Safari on iOS how much space you need

```
<meta name="viewport" content="width=540" />
```

The Viewport Tag

Tell Safari on iOS how much space you need

```
<meta name="viewport" content="width=540" />
```



Fine-grained Control with the Viewport Tag

Setting additional parameters

```
<meta name="viewport" content="width=540" />
```

Fine-grained Control with the Viewport Tag

Setting additional parameters

```
<meta name="viewport" content="width=540" />
<meta name="viewport" content="height=800" />
```

Fine-grained Control with the Viewport Tag

Setting additional parameters

```
<meta name="viewport" content="width=540" />
<meta name="viewport" content="height=800" />
<meta name="viewport" content="initial-scale=2" />
```

Fine-grained Control with the Viewport Tag

Setting additional parameters

```
<meta name="viewport" content="width=540" />
<meta name="viewport" content="height=800" />
<meta name="viewport" content="initial-scale=2" />
<meta name="viewport" content="width=540,
                               height=800,
                               initial-scale=2" />
```

Fine-grained Control with the Viewport Tag

Setting additional parameters

```
<meta name="viewport" content="width=540" />
<meta name="viewport" content="height=800" />
<meta name="viewport" content="initial-scale=2" />
<meta name="viewport" content="width=540,
                               height=800,
                               initial-scale=2" />
```

Fine-grained Control with the Viewport Tag

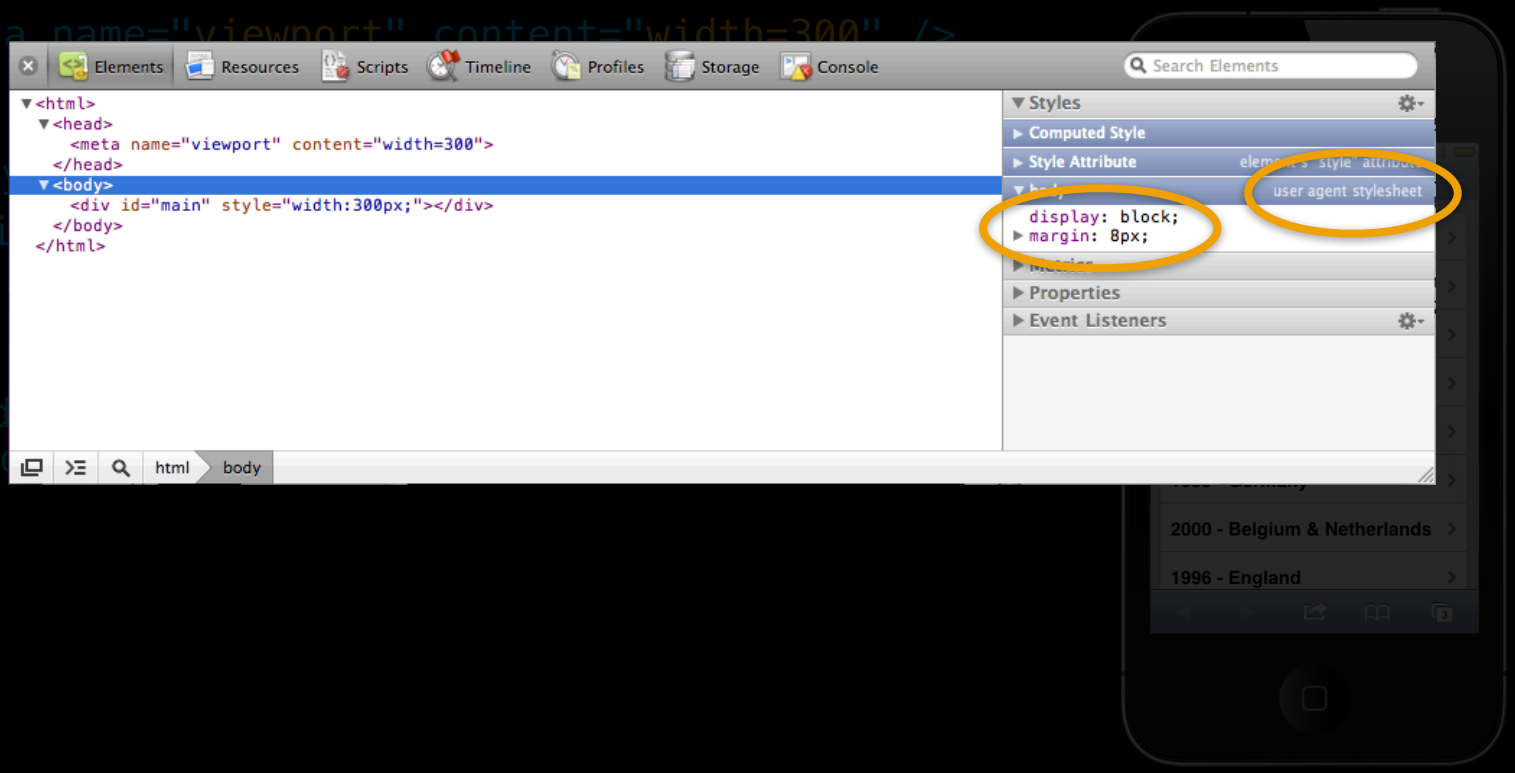
Setting additional parameters

- Set a single viewport parameter, and others are inferred
- `width` is your friend

```
<meta name="viewport" content="width=540" />
<meta name="viewport" content="height=800" />
<meta name="viewport" content="initial-scale=2" />
<meta name="viewport" content="width=540,
                               height=800,
                               initial-scale=2" />
```

The Viewport Tag

Beware of the bounce



"Double-tap and pinch are great for web pages, but not for my web app..."

Additional Viewport Tag Settings

Customizing scaling

```
<meta name="viewport" content="user-scalable=no" />
```

Additional Viewport Tag Settings

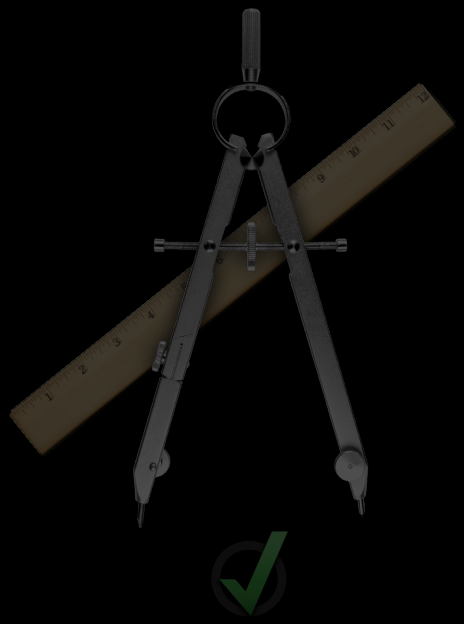
Customizing scaling

```
<meta name="viewport" content="user-scalable=no" />
<meta name="viewport" content="minimum-scale=0.25" />
<meta name="viewport" content="maximum-scale=10" />
```

Viewport Tag Settings

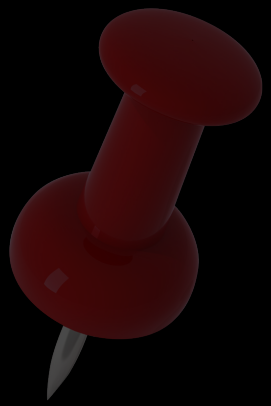
	default	minimum	maximum
`width`	980	200	10,000
`height`	calculated	223	10,000
`initial-scale`	calculated	minimum-scale	maximum-scale
`minimum-scale`	0.25	>0	10
`maximum-scale`	>0	1.6	10

`user-scalable`	yes	yes or no



Undesirable Results
for Layout and Behaviors

Pixelated Images
on Retina Displays



Flaky
Fixed Positioning

iPhone 4 Retina Display

How did that text get so sharp?

Use SVG

Scalable Vector Graphics

- Declarative API for drawing and animating shapes, lines, arcs, and more
- Drawn by the web browser
- Remains sharp at any resolution

CSS Sizing

Double the image dimensions, halve them in CSS

CSS Sizing

Double the image dimensions, halve them in CSS

```
#background {
  background-image:
      url(hawaii.jpg);
  width: 450px;
  height: 300px
}
```

900px

450px

CSS Media Queries

```
<style>
   @media screen {
      /* fancy CSS for the screen version */
   }

   @media print {
      /* plain CSS for the printed version */
   }
</style>
```

CSS Media Queries

```
<style>
   @media screen and (device-width: 320px) {
     body {
        width: 320px;
        margin: 0px;
      }
   }

   @media screen and (device-width: 768px) {
     body {
        width: 768px;
        margin: 0px;
      }
   }
</style>
```

CSS Media Queries

-webkit-device-pixel-ratio

```
<style>
   @media screen and (device-width: 320px), (device-width: 768px) {
   /* my images for older iPhones, iPod touch, or iPad */
      #main {
        background-image:url('main.png');
      }
   }

   @media screen and (device-width: 320px)
                  and (-webkit-min-device-pixel-ratio: 2) {
   /* my images for new iPhone 4 retina display */
      #main {
        background-image:url('main-retina.png');
      }
   }
</style>
```

CSS Media Queries

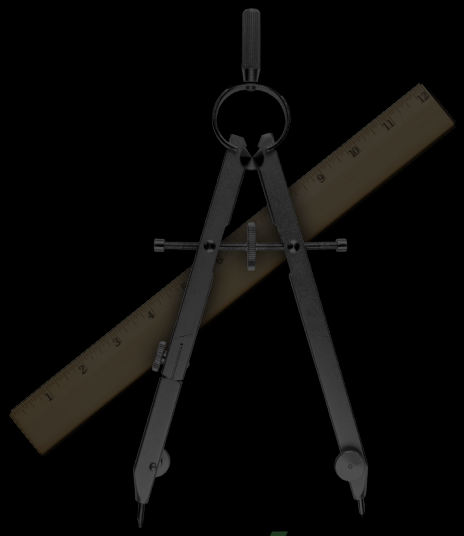
Evaluating a media query from JavaScript

```
<script>
function addImages() {

  var image = new Image();
  image.src = "myPhoto.jpg";

  if ('styleMedia' in window
  && window.styleMedia.matchMedium("screen and
                                    (device-width: 320px) and
                                    (-webkit-min-device-pixel-ratio: 2)")){
     // load your iPhone 4 images
     image.src = "myPhoto-retina.jpg";
  }

  document.body.appendChild(image);
}
</script>
```



Undesirable Results
for Layout and Behaviors

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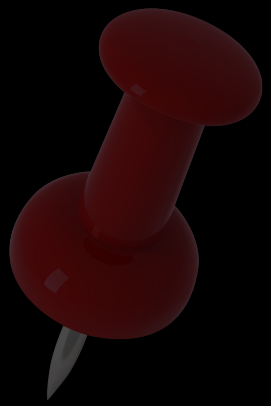
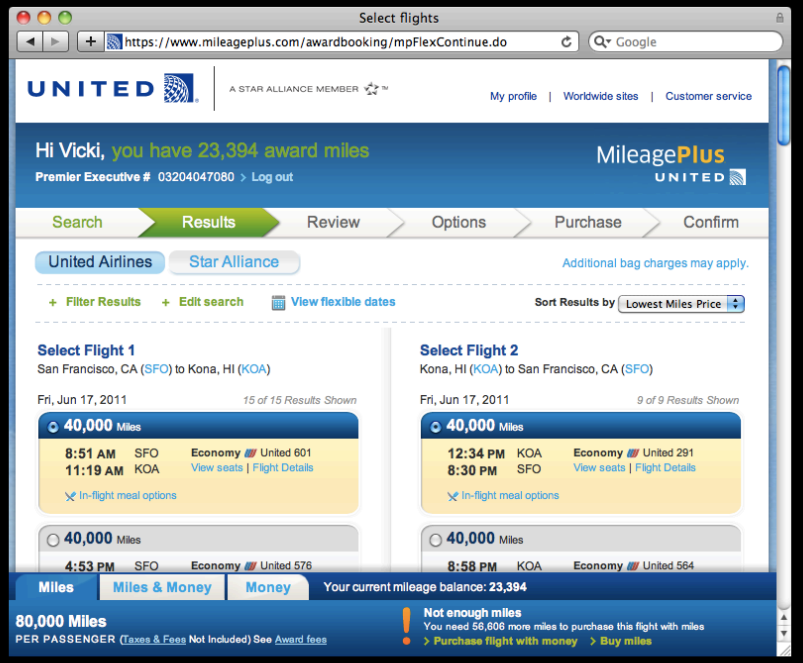
on Retina Displays



Flaky
Fixed Positioning

Flaky Fixed Positioning

```
#bottomBar {
  position: fixed;
  bottom: 0px;
  height: 100px;
  width: 100%;
  z-index: 3;
}
```



Flaky Fixed Positioning

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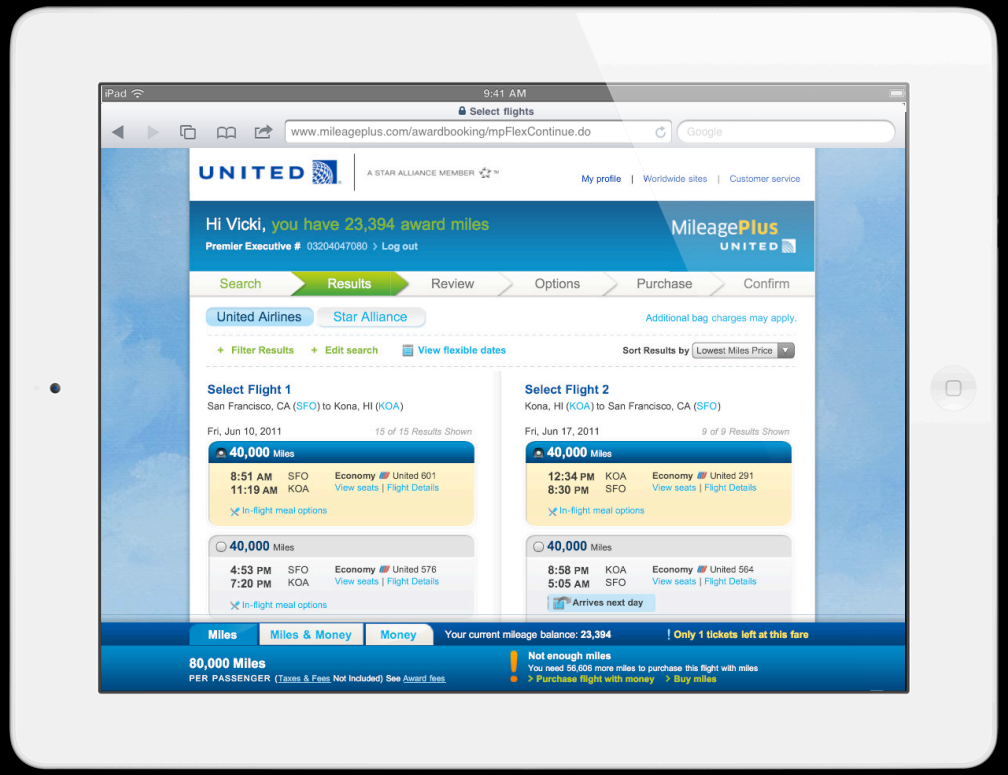


Flaky Fixed Positioning

JavaScript libraries let us pretend

- But, scroll events fire when a finger is lifted from the screen

Demo

CSS fixed positioning in Safari on iOS

CSS Fixed Positioning

New in iOS 5.0

- Watch for overlapping elements
- Test your content

Another Solution For Fixed Content

Using overflow: scroll

```
<html>
<head>
<meta name="viewport" content="width=320" />
  <style>
    body {
      margin: 0px;
    }
    #header {
     width: 320px;
     height: 56px;
     background-color: blue;
    }
    #content {
      overflow: scroll;
      height: 300px;
    }
  </style>
</head>
```

```
<body>
  <div id="header">My App</div>
  <div id="content">
</body>
```

Another Solution For Fixed Content

Using overflow: scroll

- `overflow:scroll` areas no longer require two fingers to scroll

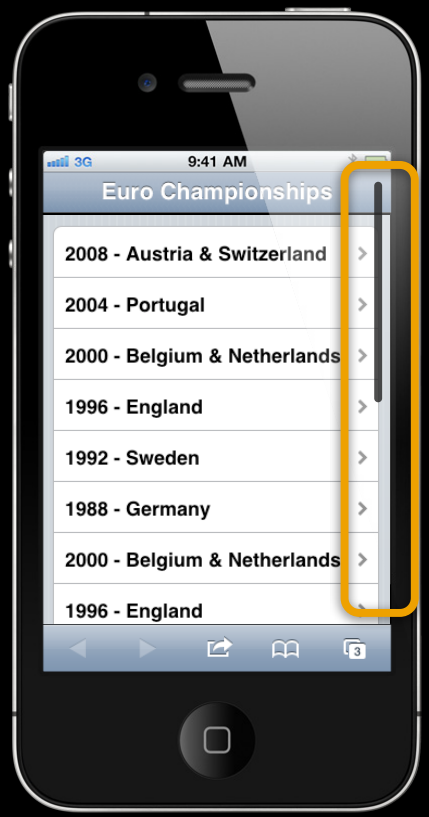
Another Solution For Fixed Content

Using overflow: scroll

- `overflow:scroll` areas no longer require two fingers to scroll
- And, scrolling is improving in other ways
  - Watch the iOS Release Notes for more information

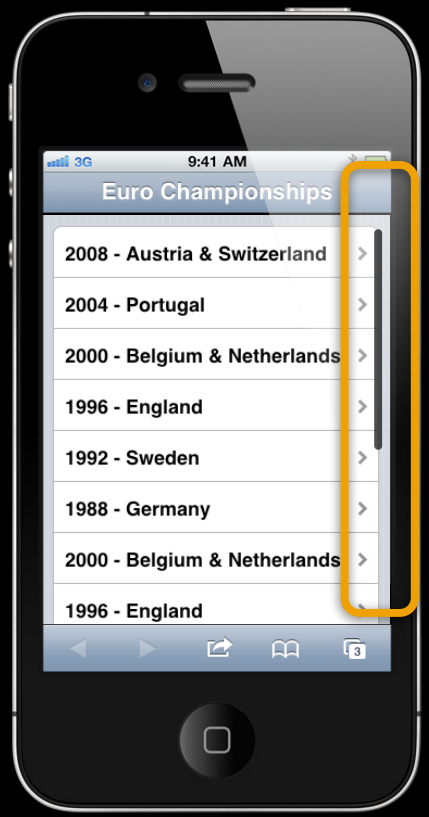
Another Solution For Fixed Content

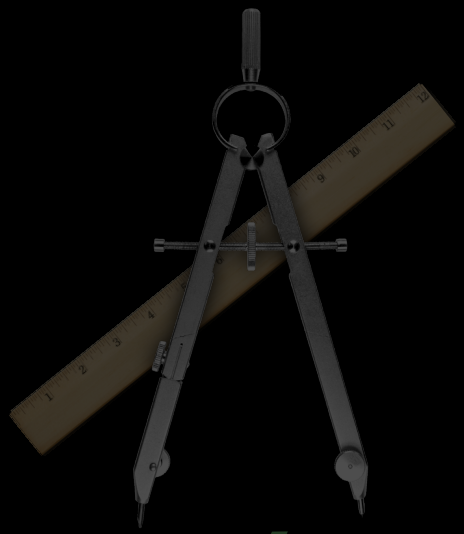
Using overflow: scroll



Another Solution For Fixed Content

Using overflow: scroll





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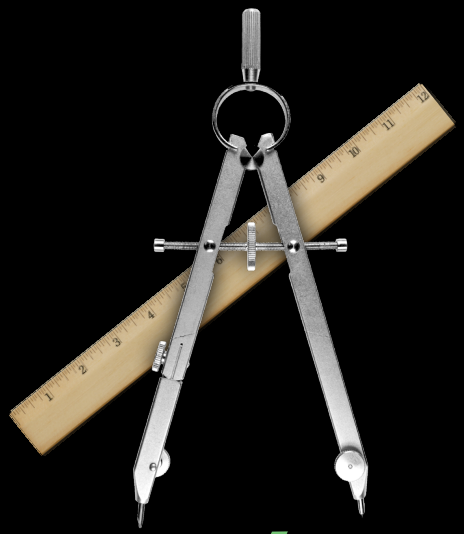


Undesirable Results
for Layout and Behaviors

Pixelated Images
on Retina Displays

Flaky
Fixed Positioning

Scrollbars and Scrolling

Beth Dakin
Safari and WebKit Engineer

Scrollbars and Scrolling

What you will learn

- Overview of the new scrollbar design
- How the new design affects web content
- Overlay scrollbar color heuristic
- Scrolling

Scrollbars and Scrolling

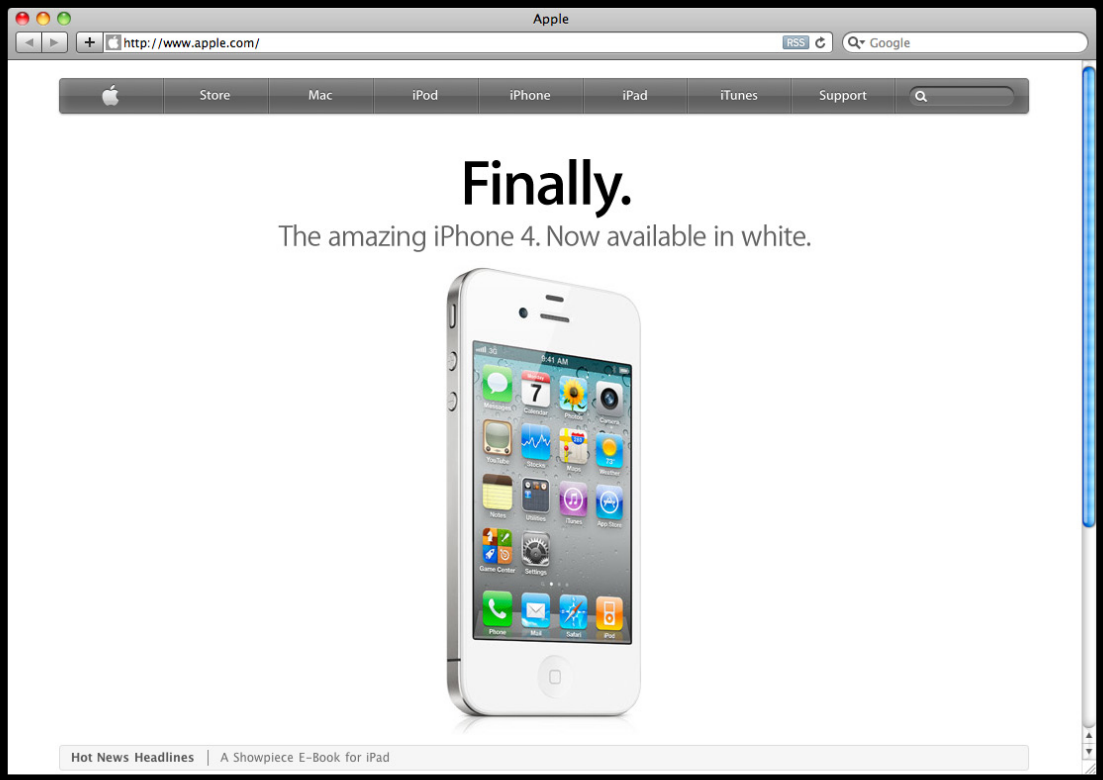
New design

Scrollbars and Scrolling

New design

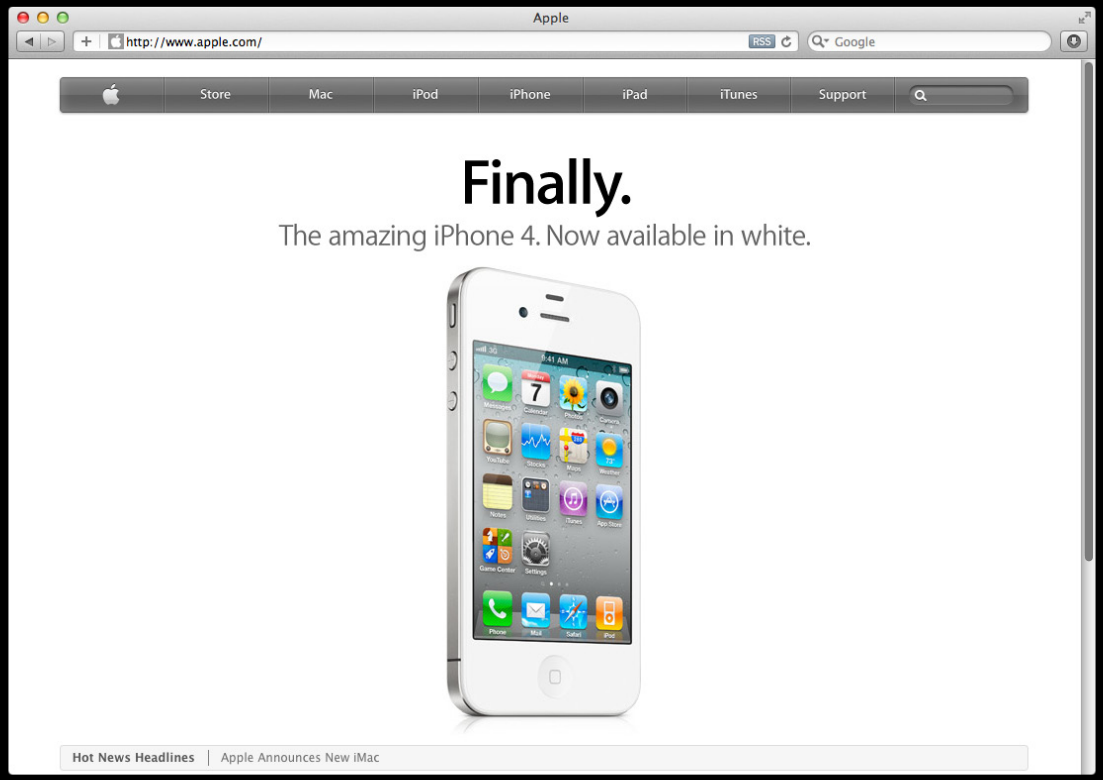
Scrollbars on Snow Leopard

Old design



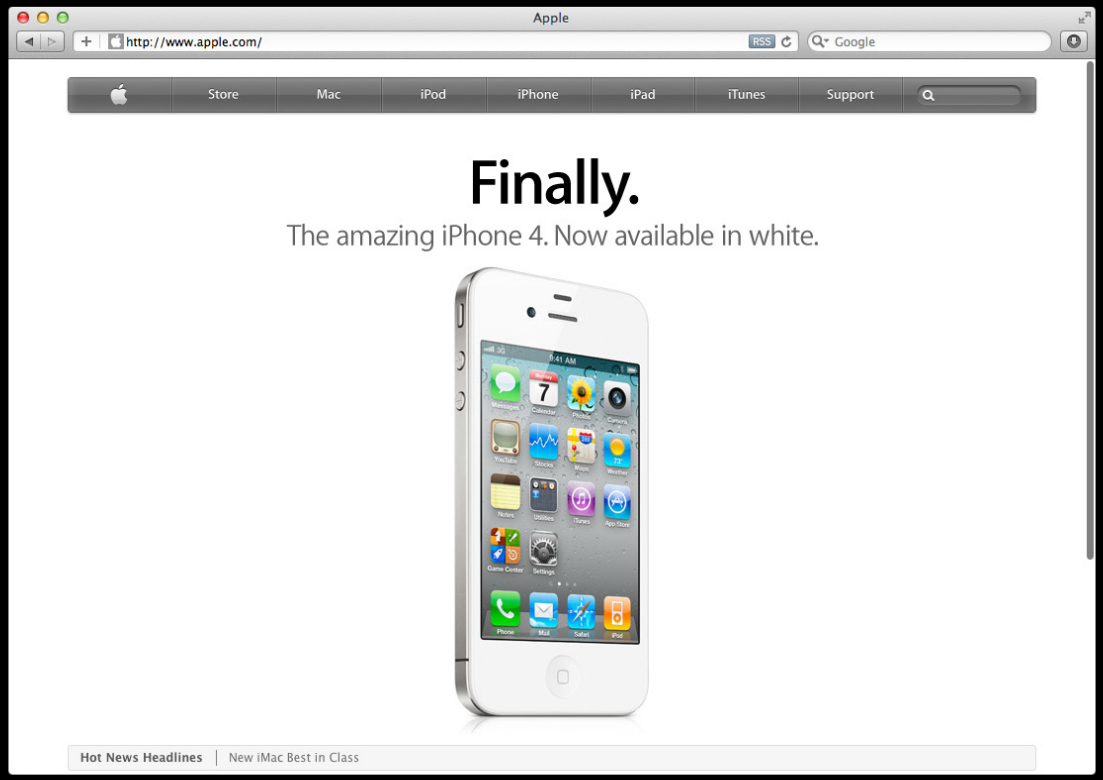
Scrollbars on Lion

New design: legacy



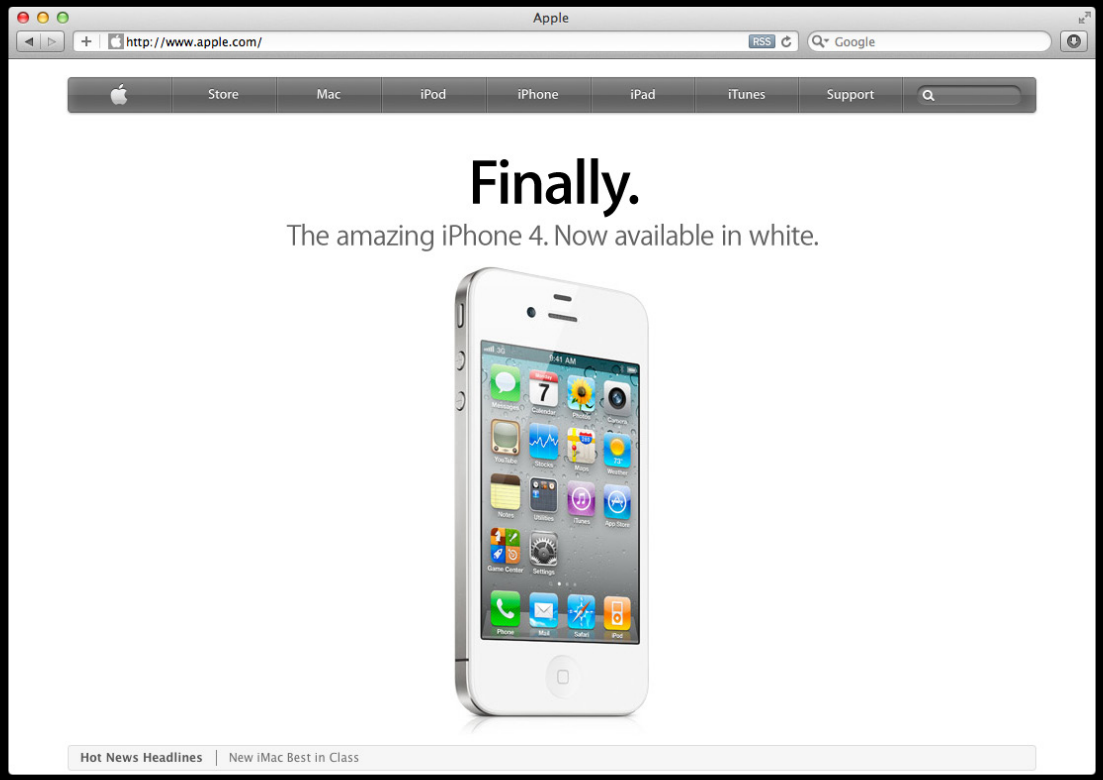
Scrollbars on Lion

New design



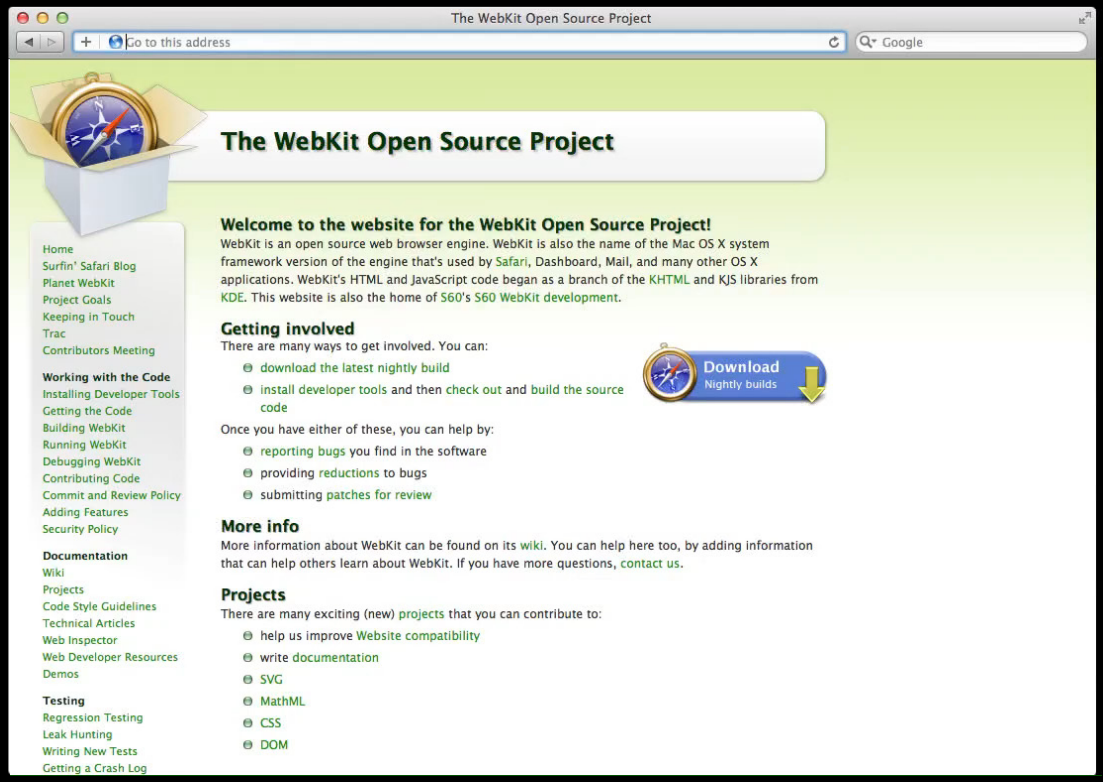
Scrollbars on Lion

New design



Scrollbars and Scrolling

New design



Scrollbars and Scrolling

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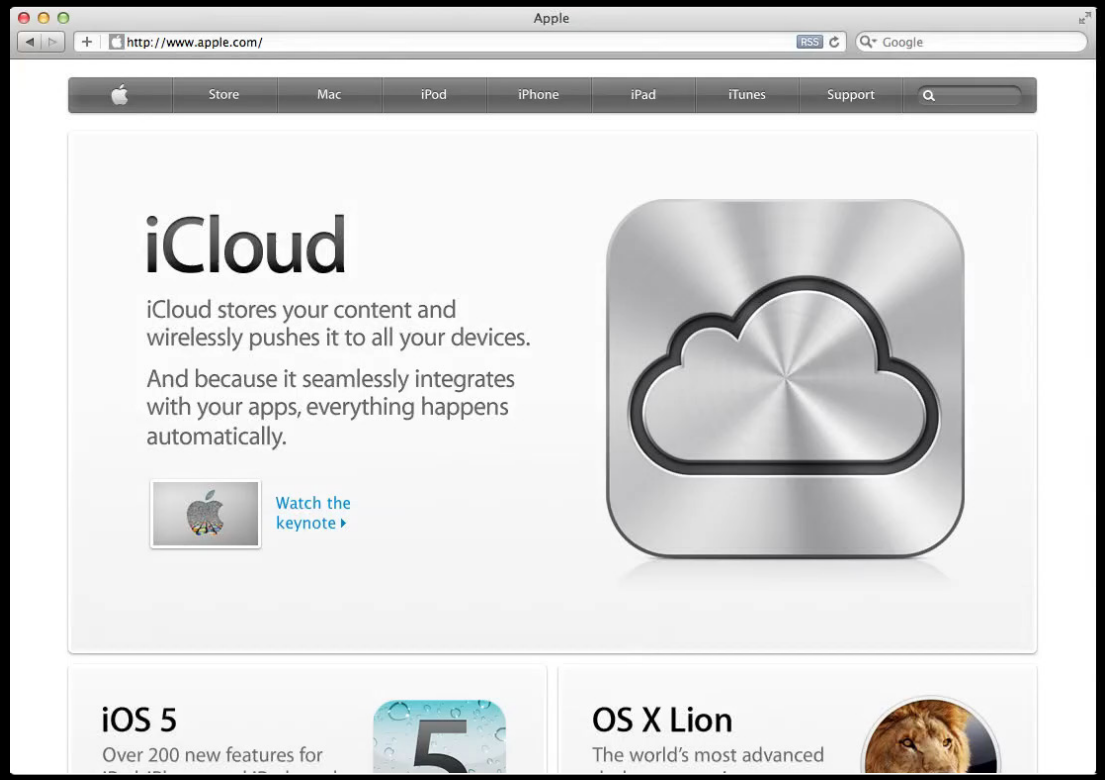

Scrollbars and Scrolling

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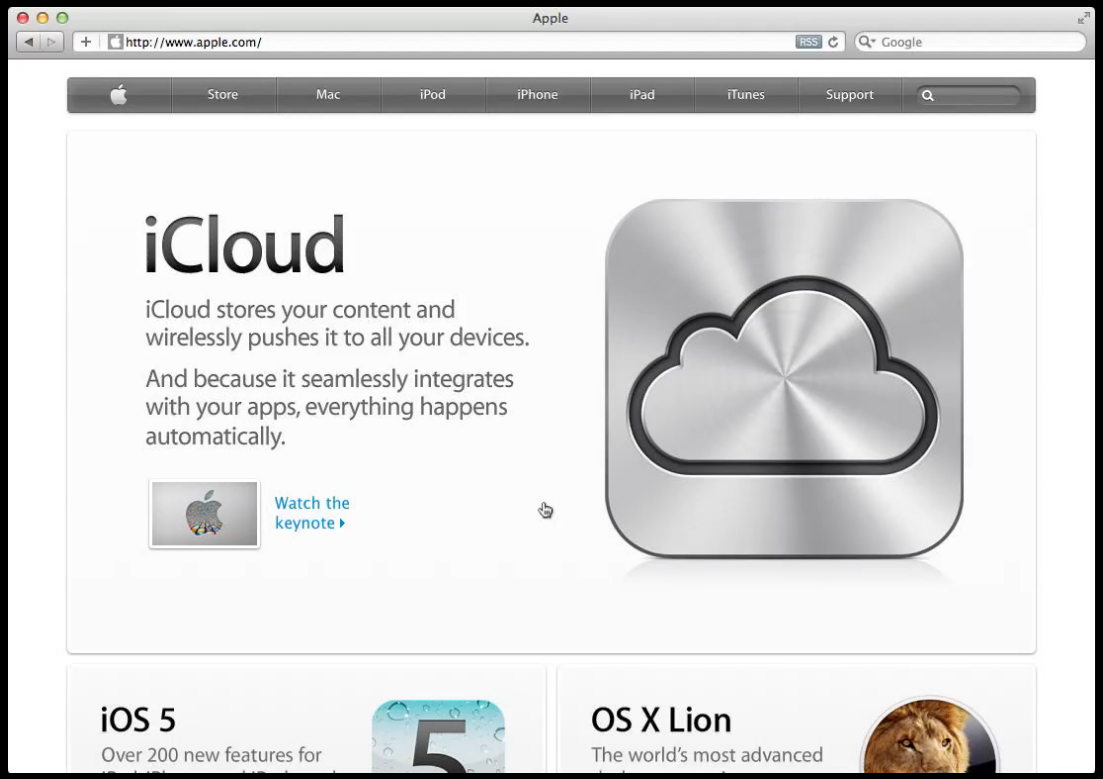

Scrollbars and Scrolling

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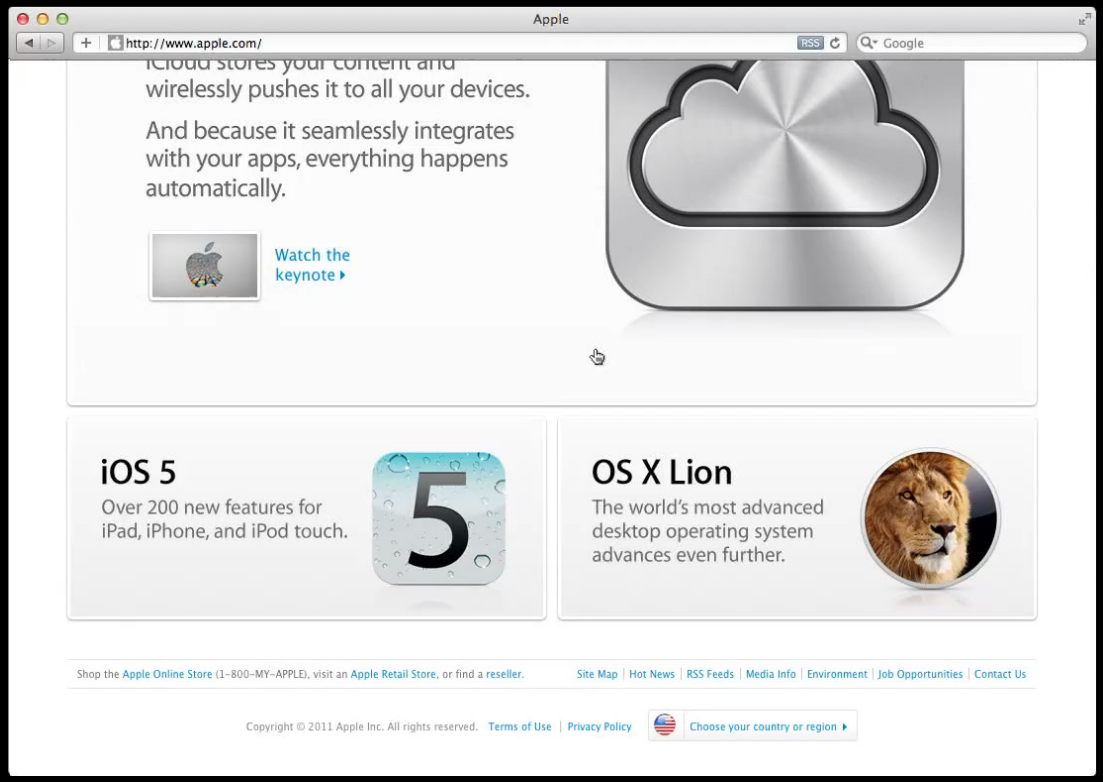
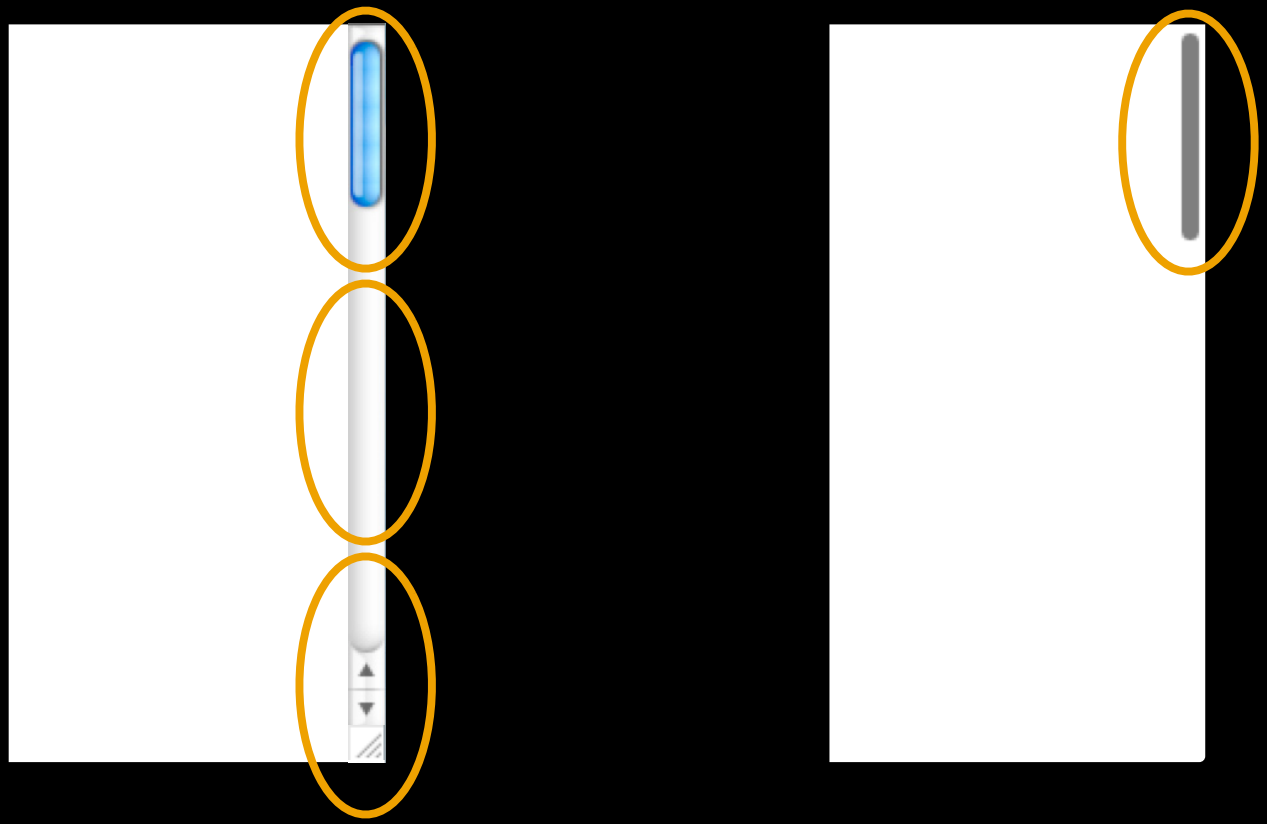


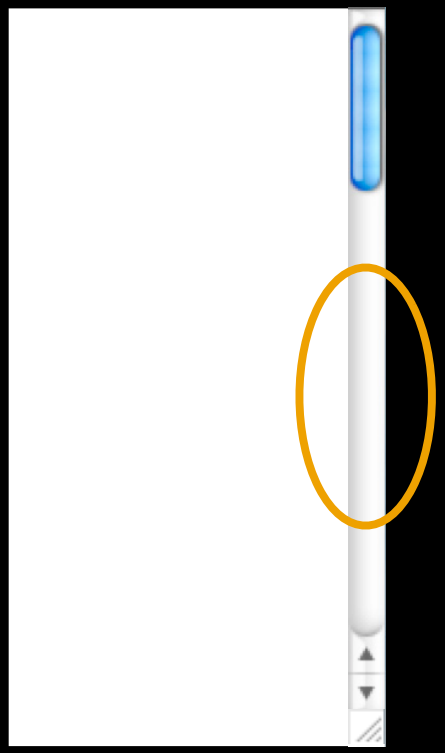
Scrollbars and Scrolling

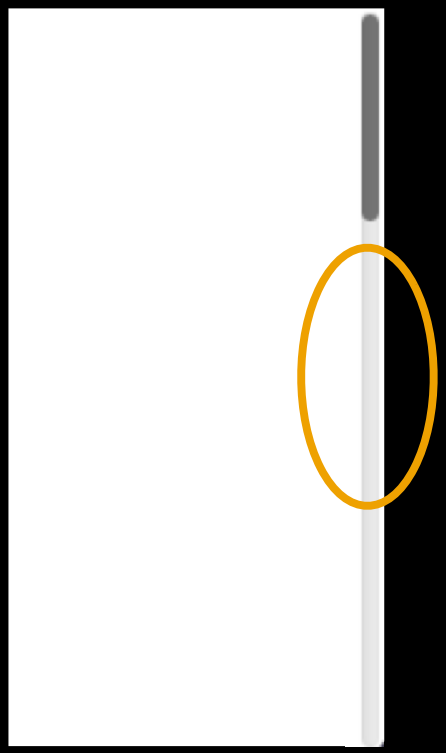
Side-by-side



Scrollbars and Scrolling

Side-by-side





Scrollbars and Scrolling

What you will learn

- Overview of the new scrollbar design
- How the new design affects web content
- Overlay scrollbar color heuristic
- Scrolling

Scrollbars and Scrolling

New design on the web

- All scrollable areas will honor the design

Scrollbars and Scrolling

New design on the web

- All scrollable areas will honor the design
- No empty tracks for overlay scrollbars

Scrollbars and Scrolling

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- All scrollable areas will honor the design
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Scrollbars and Scrolling

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- All scrollable areas will honor the design
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Scrollbars and Scrolling

New design on the web

- All scrollable areas will honor the design
- No empty tracks for overlay scrollbars
- 15 more visual pixels

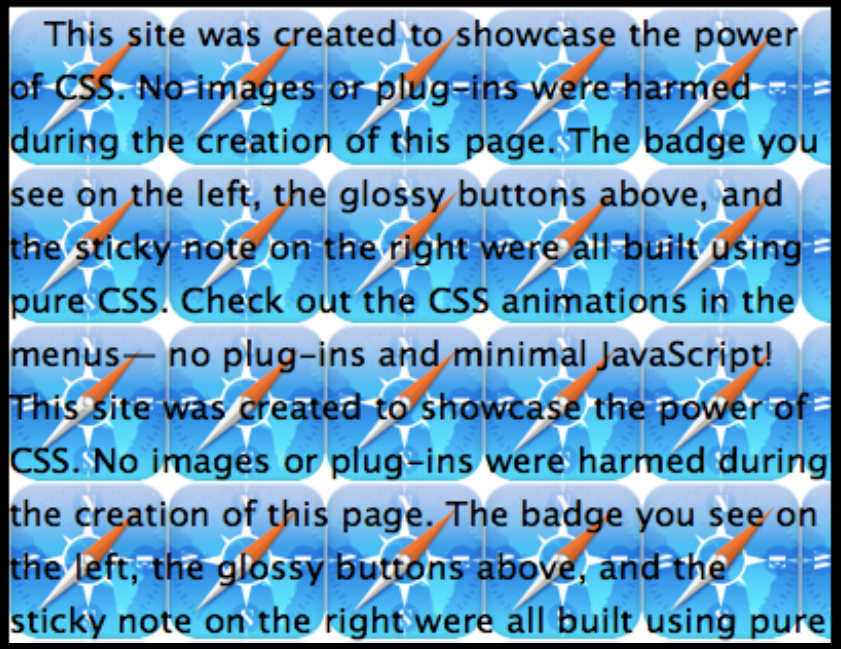
Scrollbars and Scrolling

New design on the web

This site was created to showcase the power of CSS. No images or plug-ins were harmed during the creation of this page. The badge you see on the left, the glossy buttons above, and the sticky note on the right were all built using pure CSS. Check out the CSS animations in the menus— no plug-ins and minimal JavaScript! This site was created to showcase the power of CSS. No images or plug-ins were harmed during the creation of this page. The badge you see on the left, the glossy buttons above, and the sticky note on the right were all built using pure CSS.

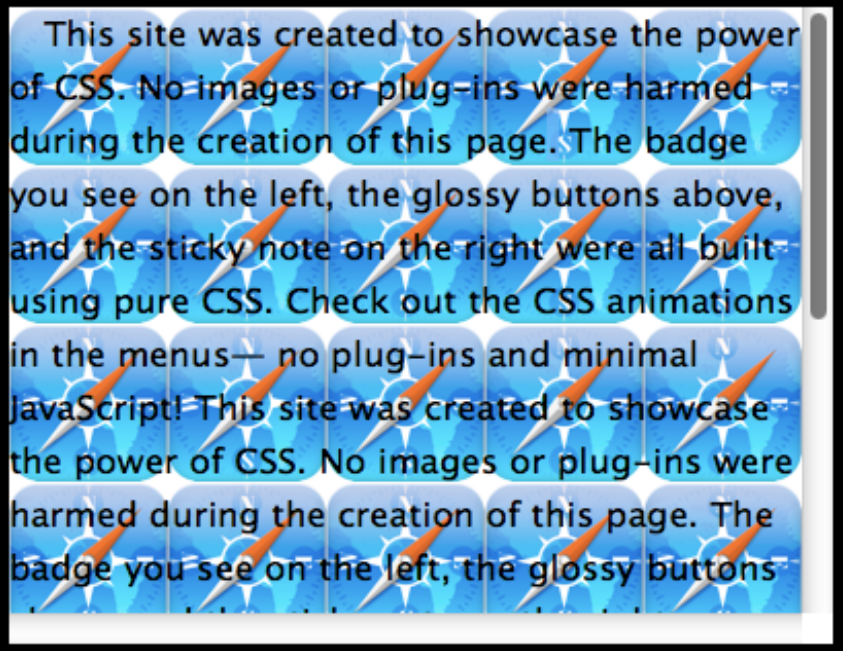
Scrollbars and Scrolling

New design on the web



Scrollbars and Scrolling

New design on the web



Scrollbars and Scrolling

New design on the web

- All scrollable areas will honor the design
- No empty tracks for overlay scrollbars
- 15 more visual pixels
- Most DOM metrics are the same
  - offsetWidth, scrollWidth, etc.
- Some are different
  - clientWidth, computed style
- Make sure you like what you see

Scrollbars and Scrolling

What you will learn

- Overview of the new scrollbar design
- How the new design affects web content
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Scrollbars and Scrolling

What you will learn

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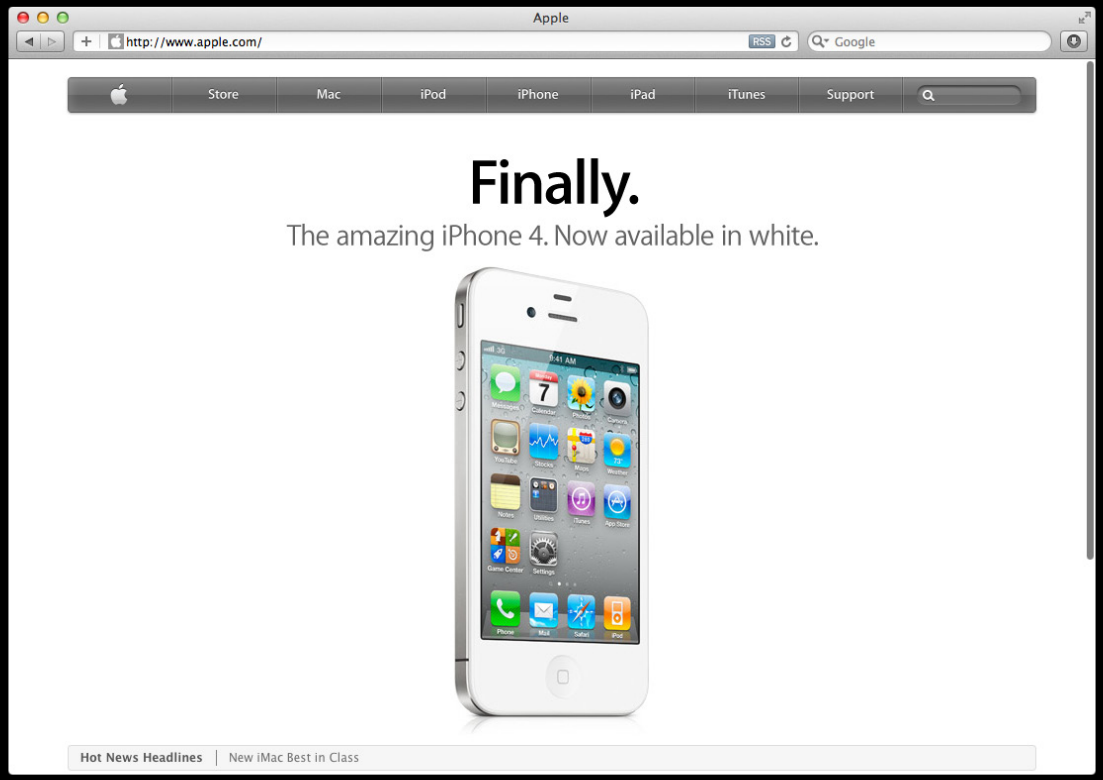
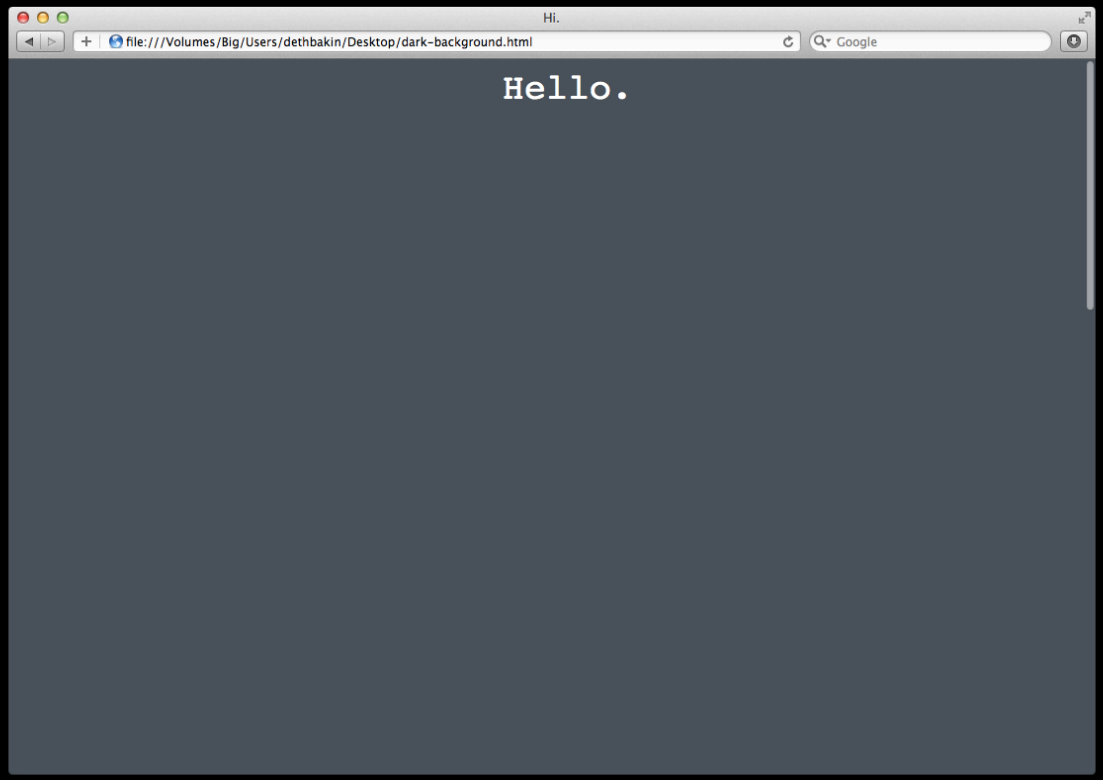
Scrollbars and Scrolling

Overlay scrollbar color heuristic



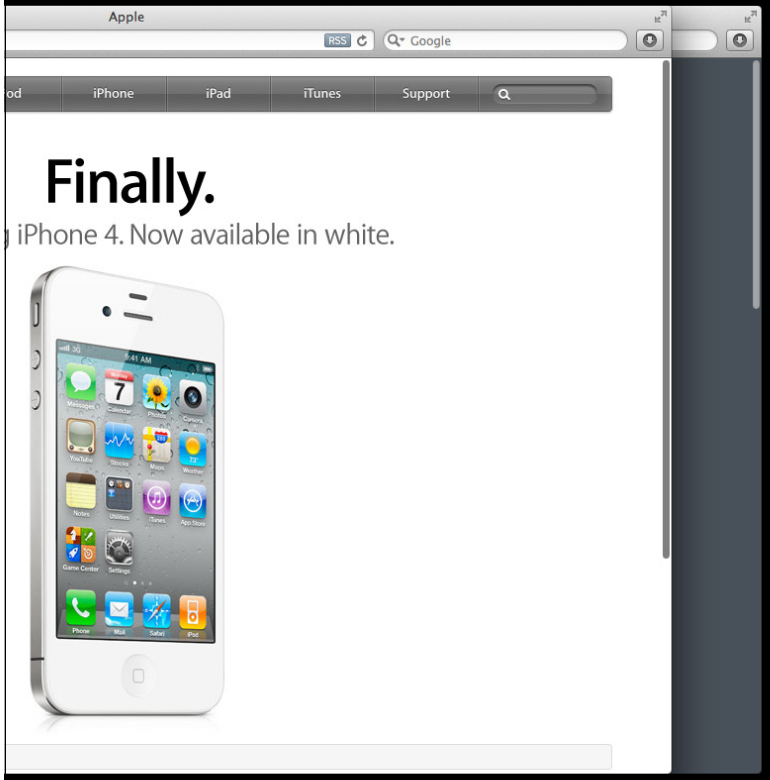
Scrollbars and Scrolling

Overlay scrollbar color heuristic



Scrollbars and Scrolling

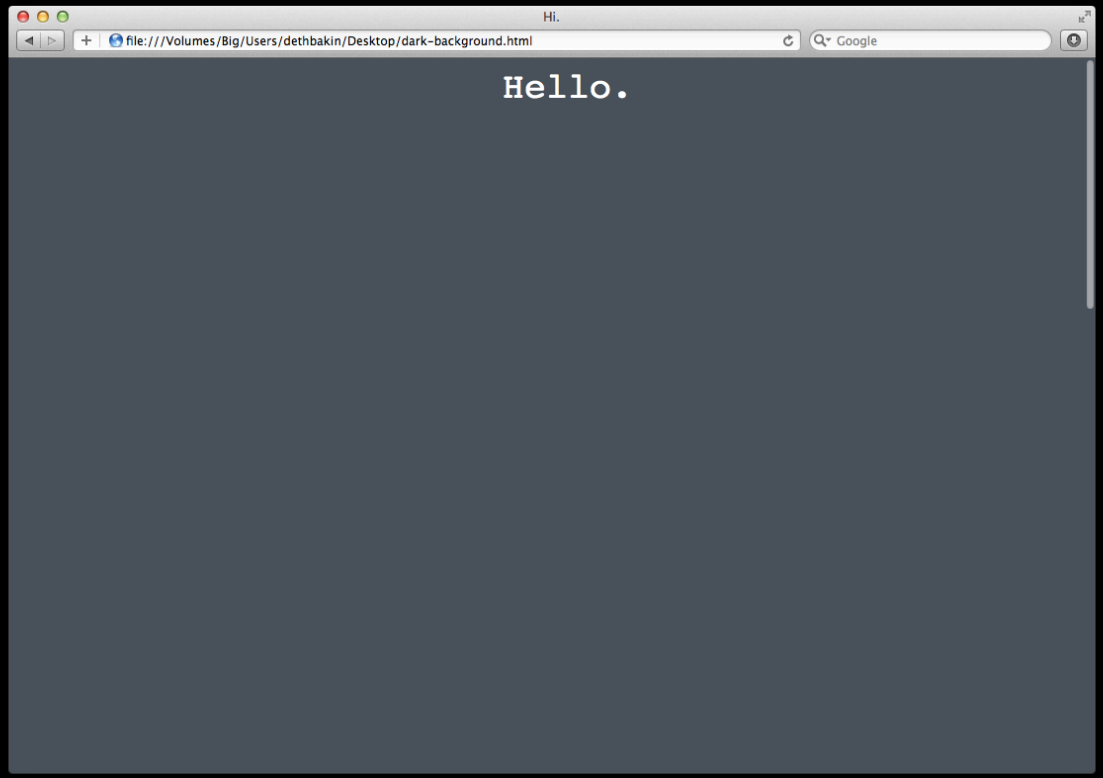
Overlay scrollbar color heuristic



- Blend relevant colors
  - <html> background-color
  - <body> background-color
  - Base background color
- Result converted to HSL
- Background images are ignored
- All other elements are ignored

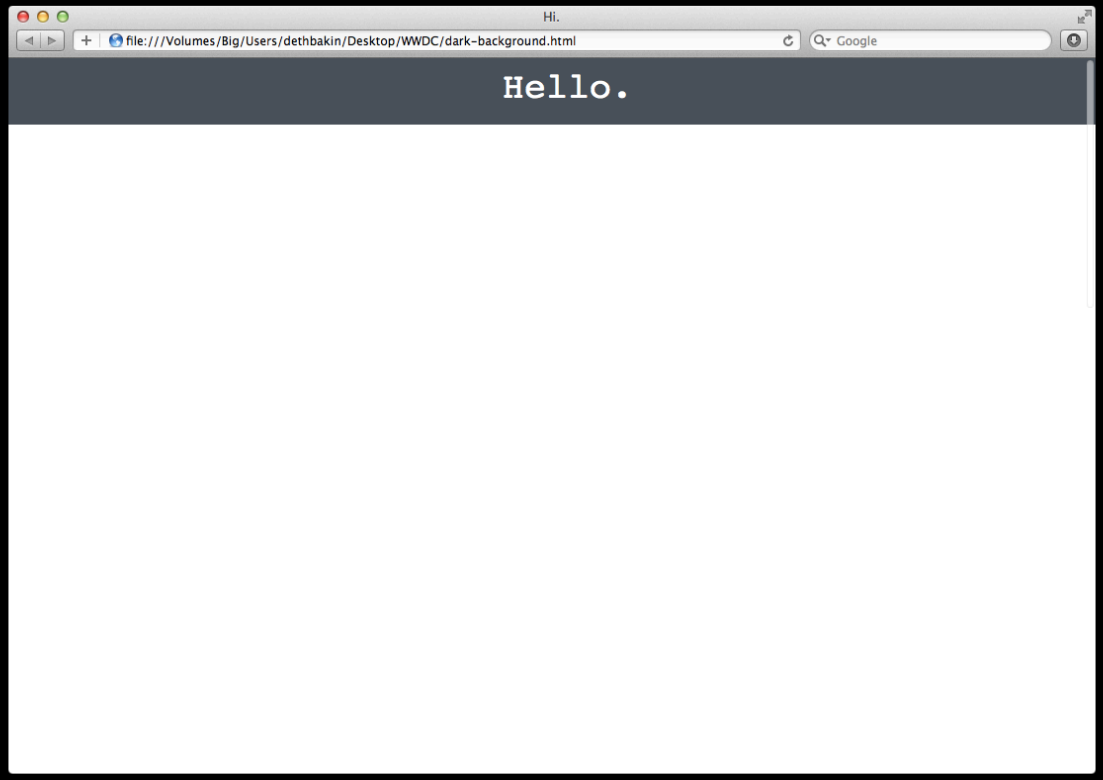
Scrollbars and Scrolling

Overlay scrollbar color heuristic



Scrollbars and Scrolling

Overlay scrollbar color heuristic



Scrollbars and Scrolling

Overlay scrollbar color heuristic

- Scrollbar can be one of two colors
- Make sure you like what you see

Scrollbars and Scrolling

What you will learn

- Overview of the new scrollbar design
- How the new design affects web content
- Overlay scrollbar color heuristic
- Scrolling

Scrollbars and Scrolling

What you will learn

- Overview of the new scrollbar design
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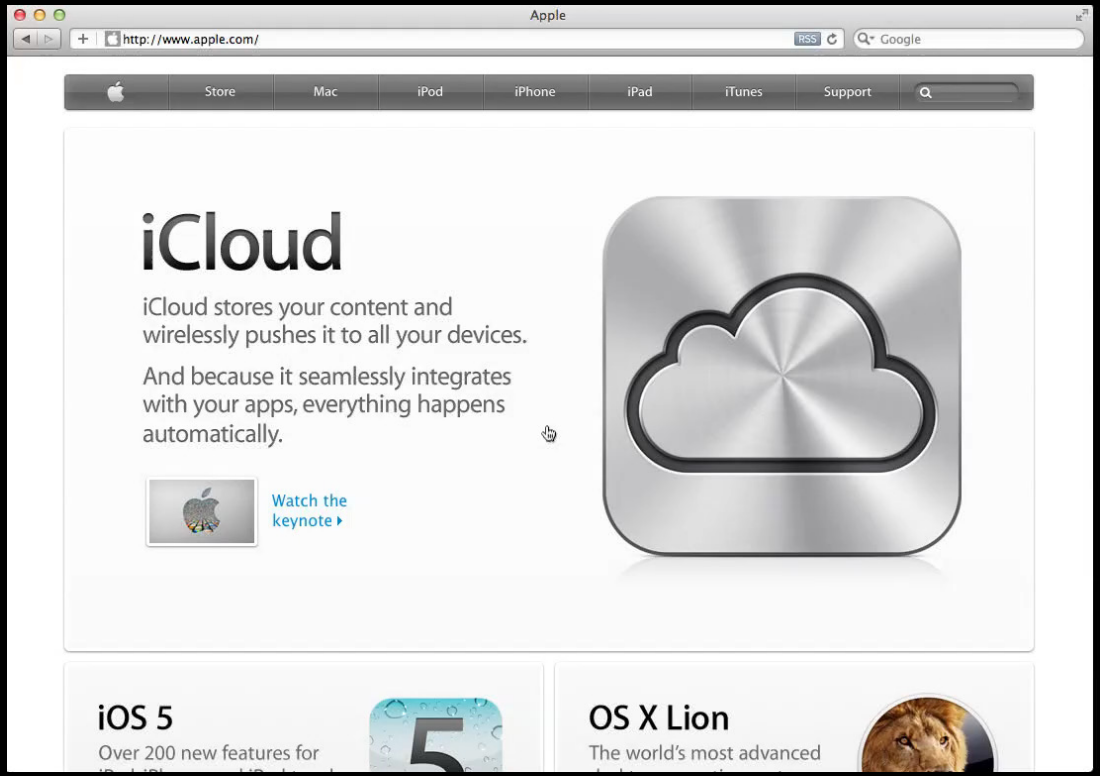
- Scrolling

Scrolling on Lion

Rubber-banding



Scrolling on Lion

Rubber banding

- During a rubber band on Lion:
  - Scroll events fire
  - Scroll offset can be negative
  - Scroll offset can be greater than expected
- Different on iOS

Scrollbars and Scrolling

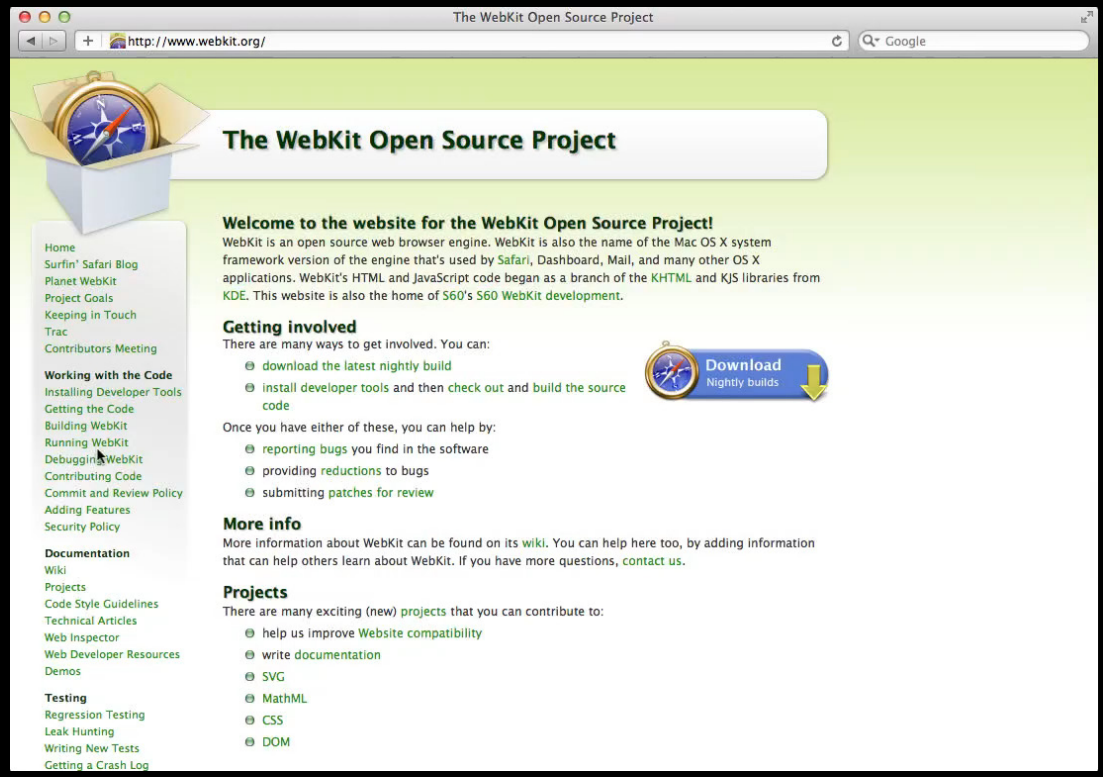
What you will learn

- Overview of the new scrollbar design
- How the new design affects web content
- Overlay scrollbar color heuristic
- Scrolling

Fluid Gestures

Fluid Gestures

Now on MacOS X



Fluid Gestures

What you will learn

- Optimizing web content for double tap
- Ensuring back/forward performance

Fluid Gestures

What you will learn

- Optimizing web content for double tap
- Ensuring back/forward performance

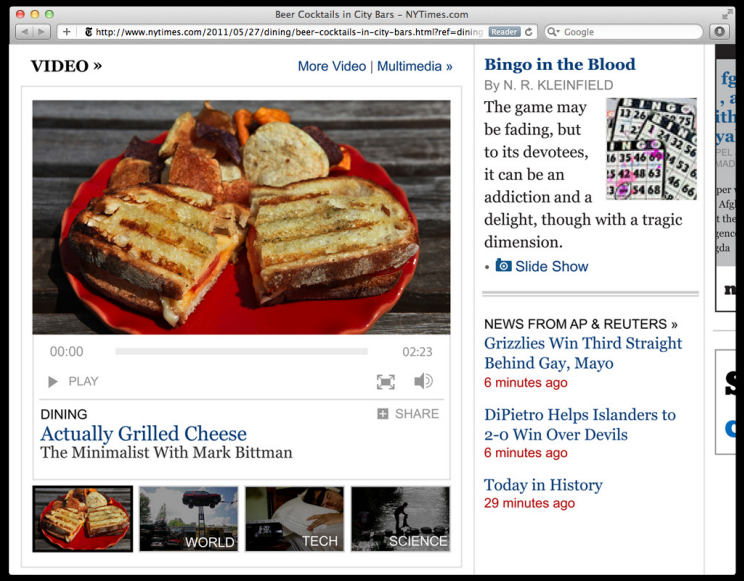
Fluid Gestures

Double tap algorithm

- Same algorithm on Lion and iOS
- Finds the tapped element
- Finds the first block or image element ancestor
  - Blocks zoom to fit width-wise

Fluid Gestures

Double tap algorithm



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Fluid Gestures

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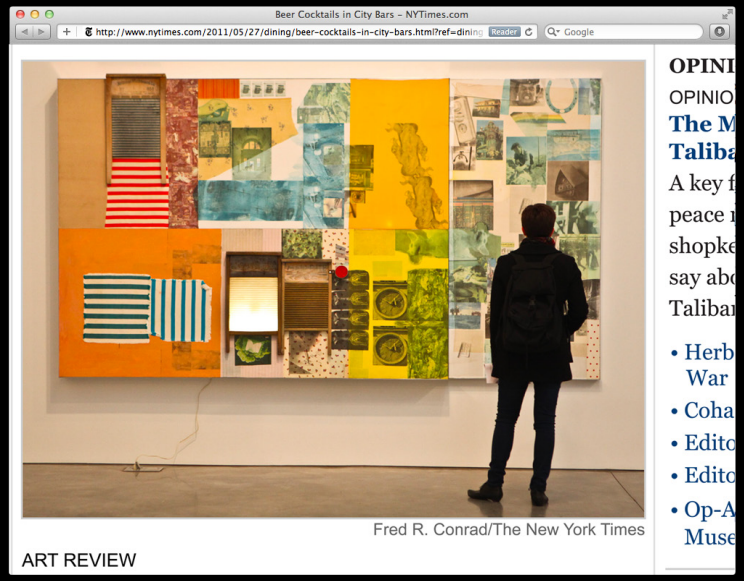
Fluid Gestures

Double tap algorithm



- Same algorithm on Lion and iOS
- Finds the tapped element
- Finds the first block or image element ancestor
  - Blocks zoom to fit width-wise
  - Images zoom to fit

Fluid Gestures

Double tap algorithm

- Same algorithm on Lion and iOS
- Finds the tapped element
- Finds the first block or image element ancestor
  - Blocks zoom to fit width-wise
  - Images zoom to fit
- Maximum scale is different on iOS and Lion

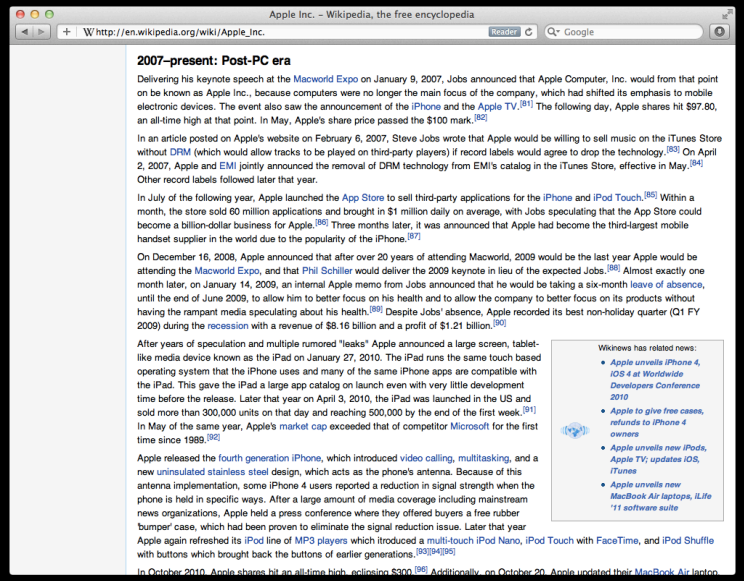
Fluid Gestures

Double tap best practices

- Just works most of the time!
- Works best if you:

Fluid Gestures

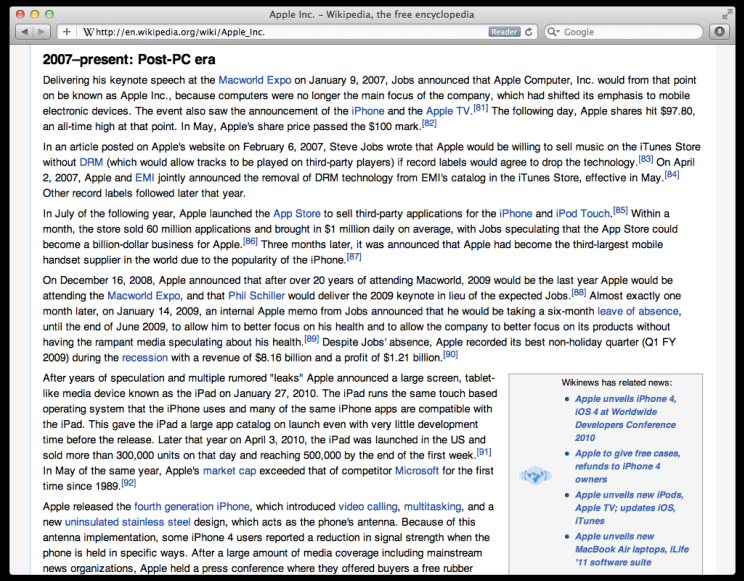
Double tap best practices



- Just works most of the time!
- Works best if you:
  - Avoid wide blocks of text

Fluid Gestures

Double tap best practices



- Just works most of the time!
- Works best if you:
  - Avoid wide blocks of text

Fluid Gestures

Double tap best practices

- Just works most of the time!
- Works best if you:
  - Avoid wide blocks of text
  - Organize page into digestible sections

Fluid Gestures

What you will learn

- Optimizing web content for double tap
- Ensuring back/forward performance

Fluid Gestures

What you will learn

- Optimizing web content for double tap
- Ensuring back/forward performance

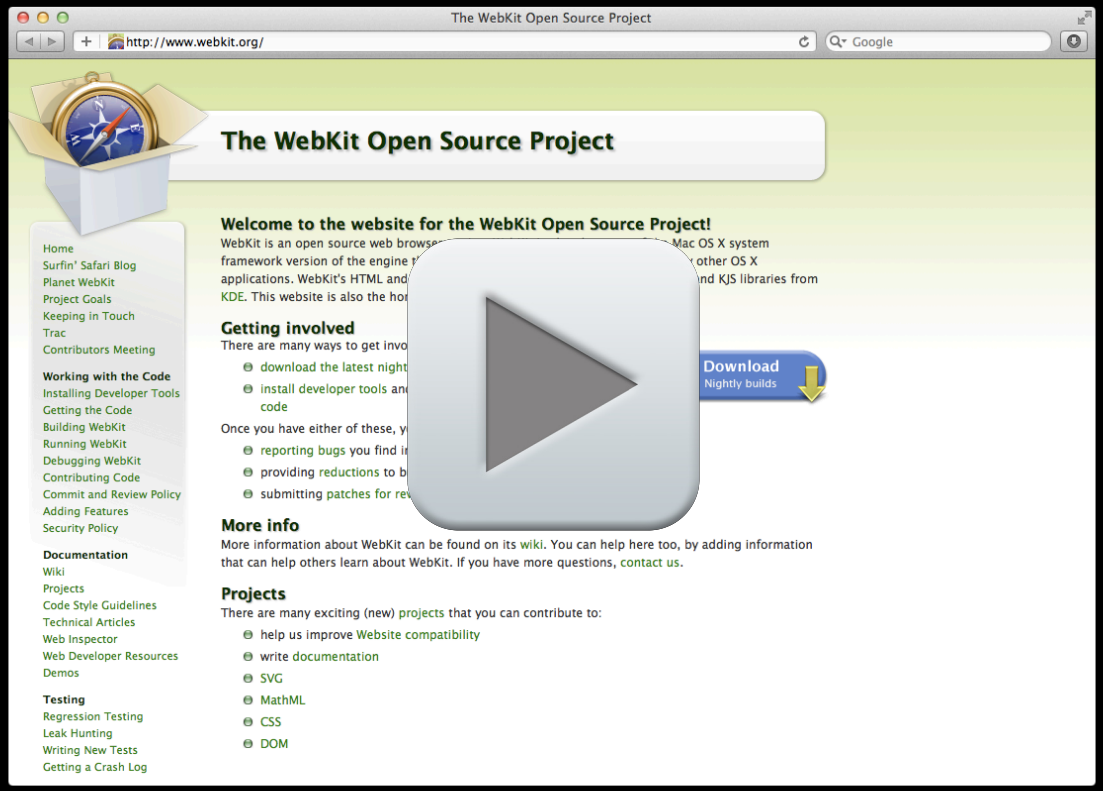

The Page Cache


CSS


JS


JS

Page Cache


The WebKit Open Source Project
http://www.webkit.org/
Google
The WebKit Open Source Project
Welcome to the website for the WebKit Open Source Project!
Home
Surfin' Safari Blog
Planet WebKit
Project Goals
Keeping in Touch
Trac
Contributors Meeting
Working with the Code
Installing Developer Tools
Getting the Code
Building WebKit
Running WebKit
Debugging WebKit
Contributing Code
Commit and Review Policy
Adding Features
Security Policy
Documentation
Wiki
Projects
Code Style Guidelines
Technical Articles
Web Inspector
Web Developer Resources
Demos
Testing
Regression Testing
Leak Hunting
Writing New Tests
Getting a Crash Log
Getting involved
download the latest night
install developer tools an
code
reporting bugs you find i
providing reductions to b
submitting patches for re
Download
Nightly builds
More info
More information about WebKit can be found on its wiki. You can help here too, by adding information that can help others learn about WebKit. If you have more questions, contact us.
Projects
There are many exciting (new) projects that you can contribute to:
help us improve Website compatibility
write documentation
SVG
MathML
CSS
DOM

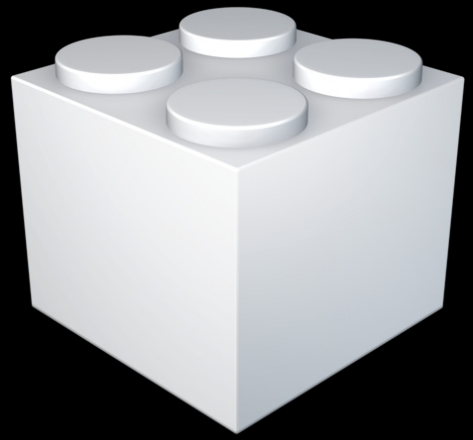
Fluid Gestures

Back/forward performance

- Uncachable:
  - HTTPS

Fluid Gestures

Back/forward performance



- Uncachable:
  - HTTPS
  - Plugins

Fluid Gestures

Back/forward performance

- Uncachable
  - HTTPS
  - Plugins
  - Unload event handlers

```
window.addEventListener("load", pageLoaded, false);
window.addEventListener("unload", pageUnloaded, false);
```

Fluid Gestures

Back/forward performance

- Uncachable:
  - HTTPS
  - Plugins
  - Unload event handlers
    - But pageshow and pagehide events are totally cachable!

```
window.addEventListener("pageshow", pageShown, false);
window.addEventListener("pagehide", pageHidden, false);
```

Fluid Gestures

What you will learn

- Optimizing web content for double tap
- Ensuring back/forward performance

Summary

- Most things will look great, as is
- Customizations and improvements available when you need them
- Test your content

More Information

Vicki Murley
Safari Technologies Evangelist
vicki@apple.com

Documentation
Mac OS X Human Interface Guidelines
http://developer.apple.com/ue

Apple Developer Forums
http://devforums.apple.com

Related Sessions

Advanced HTML5 Media Controllers in Safari	Marina Tuesday 2:00PM
Understanding And Optimizing Web Graphics	Marina Wednesday 3:15PM
What's New in CSS Effects and Animations	Marina Wednesday 4:30PM

Labs

HTML5 Offline Storage Lab	Internet and Web Lab B Friday 9:00AM

Q&A


WWDC2011