THE HTML5 TEST - HOW WELL DOES YOUR BROWSER SUPPORT HTML5?

your browser scores



out of a total of 300 points

Parsing rules <! DOCTYPE html> triggers standards mode Yes ✓ HTML5 tokenizer No ✗ HTML5 tree building No ✗ HTML5 defines rules for embedding SVG and MathML inside a regular HTML document. Support for SVG and MathML is not required though, so bonus points are awarded if your browser supports embedding these two technologies. SVG in text/html No ✗ MathML in text/html

Canvas	20
canvas element	Yes 🗸
2D context	Yes 🗸
Text	Yes 🗸

Video	4 bonus points	22/27
video element		Yes 🗸
Subtitle support		No 🗶

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Poster image support

Yes 🗸



The following tests go beyond the requirements of the HTML5 specification and are not counted towards the total score. If a browser supports one or more video codecs, two bonus points are awarded for each codec.

MPEG-4 support

Yes 🗸

H.264 support

Yes 🗸

Ogg Theora support

No X

WebM support

No X

Audio

3 bonus points



audio element



The following tests go beyond the requirements of the HTML5 specification and are not counted towards the total score. If a browser supports one or more audio codecs, one bonus point is awarded for each codec.

PCM audio support

Yes 🗸

MP3 support

Yes 🗸

AAC support

Yes 🗸

Ogg Vorbis support

No 🗶

WebM support

No 🗶

Local devices

0/20

device element

No 🗶

Elements

18/30

Embedding custom non-visible data

No 🗶

Section elements

Yes 🗸

Grouping content elements

No X

Text-level semantic elements

No 🗶

hidden attribute

No X

Scroll into view

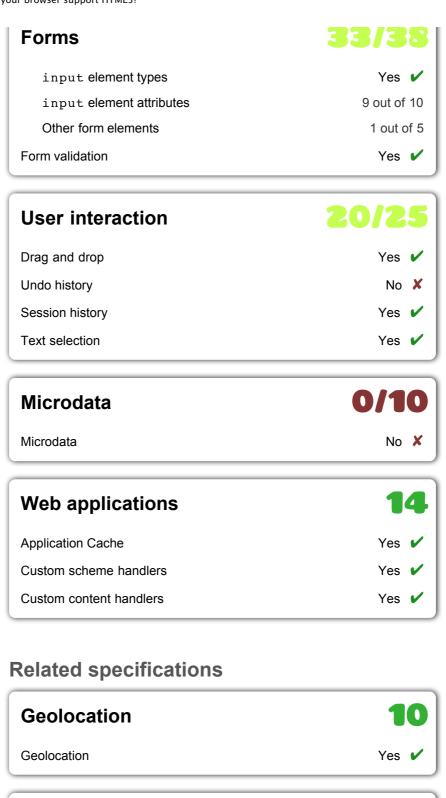
Yes 🗸

contenteditable attribute

Yes 🗸

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Cross-document messaging

WebSocket

Yes ✓

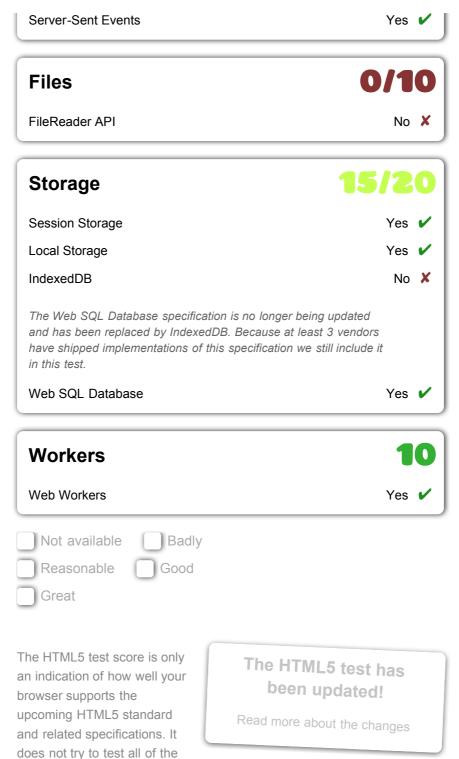
Yes ✓

No 🗶

WebGL

3D context

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new features offered by HTML5, nor does it try to test the functionality of each feature it does detect. Despite these shortcomings we hope that by quantifying the level of support users and web developers will get an idea of how hard the browser manufacturers work on improving their browsers and the web as a development platform.

The score is calculated by testing for the many new features of HTML5. Each feature is worth one or more points. Apart from the main HTML5 specification and other specifications created the W3C HTML Working Group, this test also awards points for supporting related drafts and specifications. Some of these specifications were initially part of HTML5, but are now further developed by other W3C working groups. WebGL is

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also part of this test despite not being developed by the W3C, because it extends the HTML5 canvas element with a 3d context.

The test also awards bonus points for supporting audio and video codecs and supporting SVG or MathML embedding in a plain HTML document. These test do not count towards the total score because HTML5 does not specify any required audio or video codec. Also SVG and MathML are not required by HTML5, the specification only specifies rules for how such content should be embedded inside a plain HTML file.

Please be aware that the specifications that are being tested are still in development and could change before receiving an official status. In the future new tests will be added for the pieces of the specification that are currently still missing. The maximum number of points that can be scored is 300 at this moment, but this is a moving goalpost.

The HTML5 test is being developed at <u>Github</u>. Please file an issue there if you find any bugs or think of any improvements to this test.

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HTML5 test is created by Niels Leenheer. Visit my website at rakaz.nl or follow me on twitter.

Thanks to Henri Sivonen for allowing me to reuse <u>his HTML5 parser tests</u> and all other contributors.

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