



Sensor APIs im Mobile Web

Workshop Web Technologies SoSe 2023

Finn Gedrath

Technology
Arts Sciences
TH Köln

Input

Hands-On

Discussion

Hands-On

Presentation

What's to come?

Input

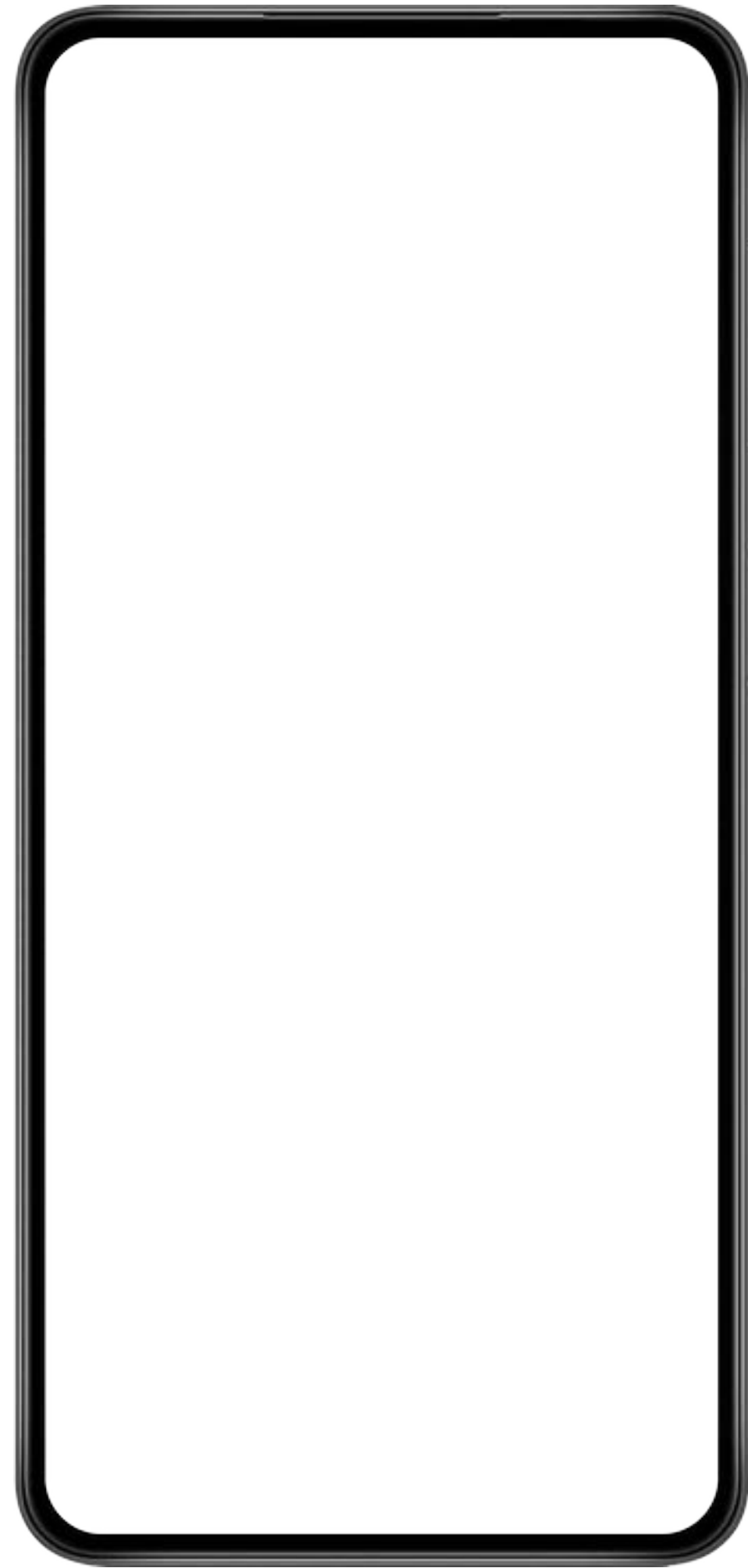
Hands-On

Discussion

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Presentation

What's to come?



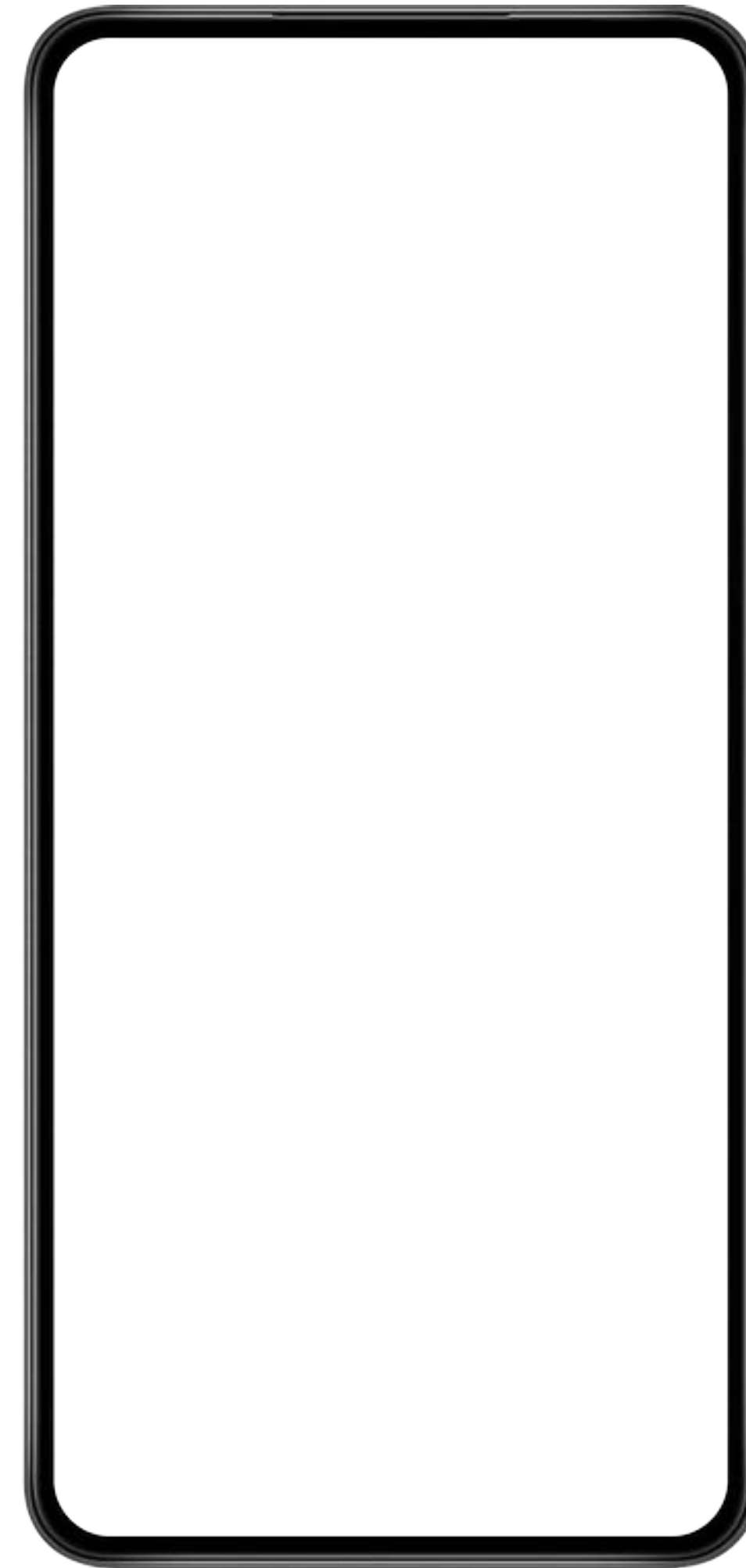
native

Operating System

Seamless Experience

Device Features

Screen & Output



native

Input

Surroundings

Location & Position

Camera & Microphone

App Lifecycle

„Web apps should be able to do anything
iOS, Android, or desktop apps can.“

developer.chrome.com/blog/fugu-status (Nov. 2018)

Surroundings

Operating System

Input

Native Behaviors

Seamless Experience

Device Features

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Camera & Microphone

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Camera & Microphone

whatwebcando.today

Generic Sensor API

Generic Sensor API

Sensor

OrientationSensor

LinearAccelerationSensor

GravitySensor

AbsolutOrientationSensor

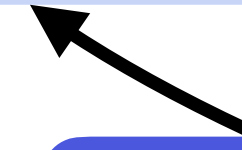
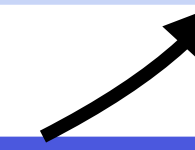
RelativeOrientationSensor

Magnetometer

Gyroscope

Accelerometer

AmbientLightSensor



Sensor

OrientationSensor

LinearAccelerationSensor

GravitySensor

AbsolutOrientationSensor

RelativeOrientationSensor

High-Level Sensor

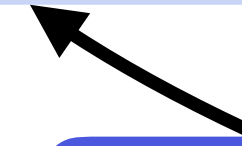
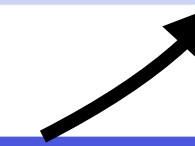
Low-Level Sensor

Magnetometer

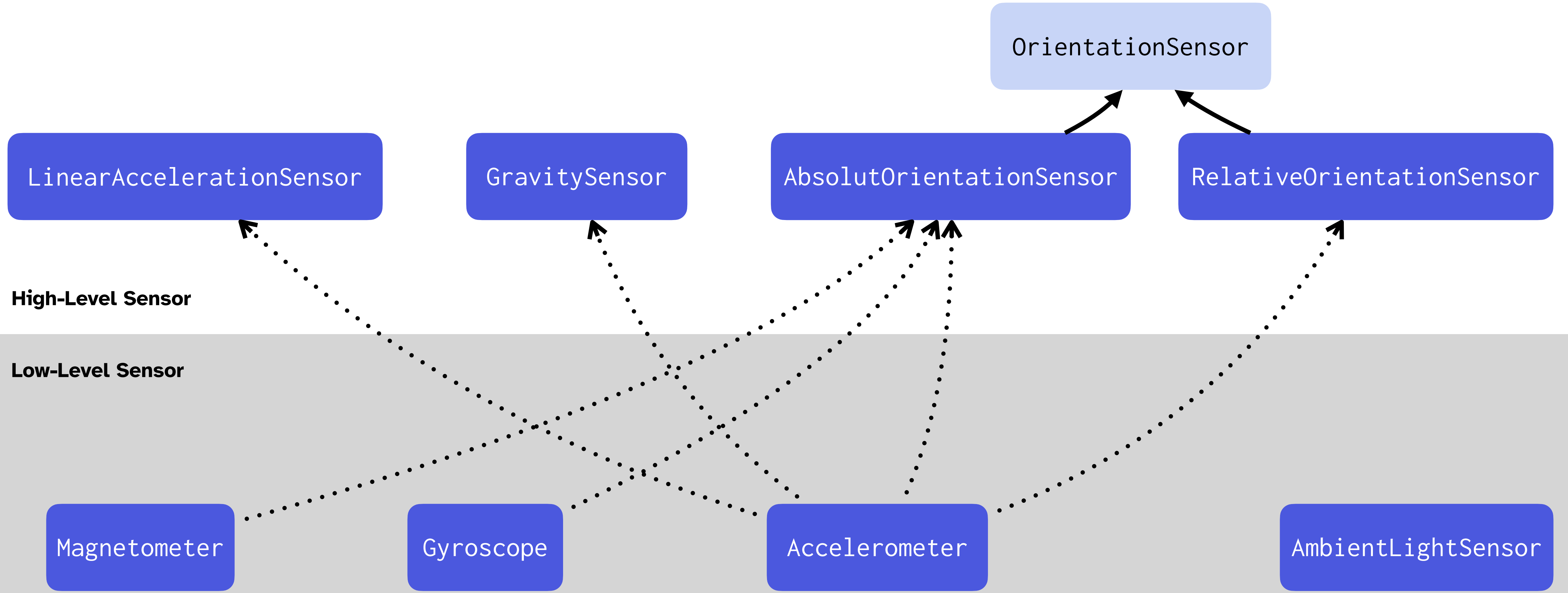
Gyroscope

Accelerometer

AmbientLightSensor



Sensor

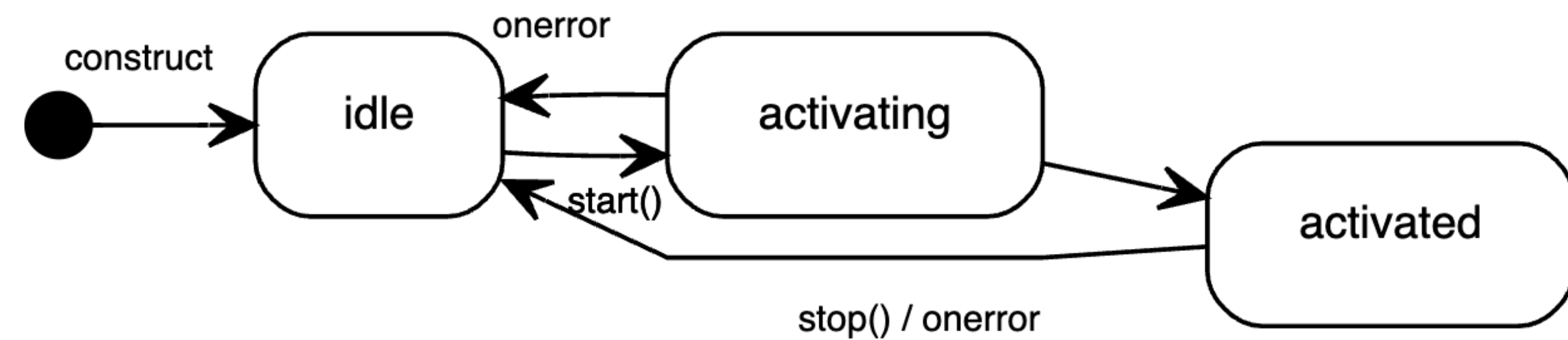


Generic Sensor API

Events:

- reading
Neue Sensor Daten
- activate
Der Sensor ist aktiviert
- error
Fehlerverhalten

Sensor Lifecycle:



Generic Sensor API

```
const sensor = new NameOfSensor({
  frequency: 20
});

sensor.addEventListener("reading", () => {
  console.log("sensorData:", sensor.sensorData);
  console.log("time:", sensor.timestamp);
});

sensor.addEventListener("error", (event) => {
  console.log(event.error.name, event.error.message);
});

sensor.start();
```

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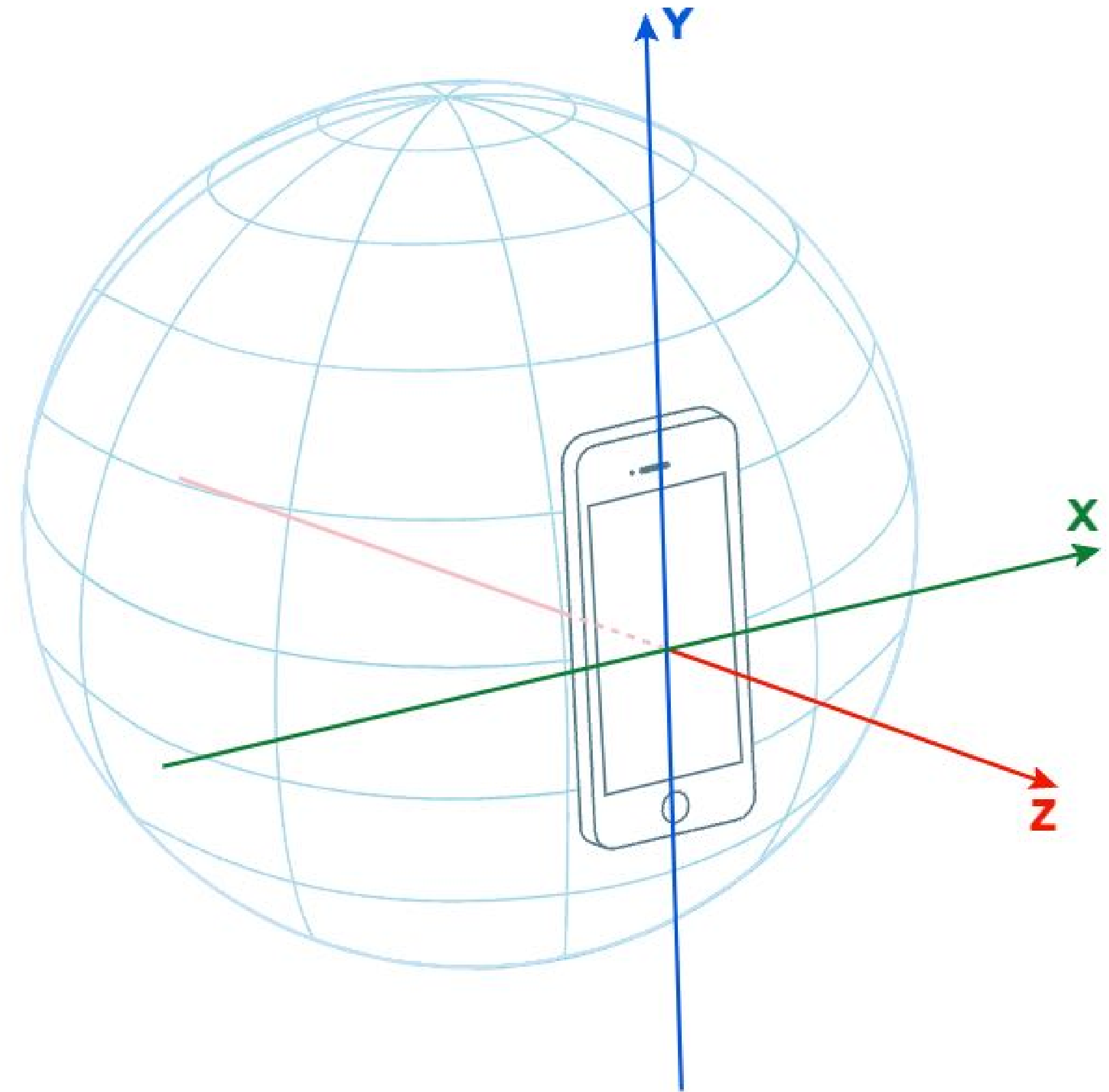
Mobile Browser Compatibility

	Chrome Android	Firefox for Android	Opera Android	Safari on iOS	Samsung Internet
Sensor	67	No	48	No	9.0
AbsoluteOrientationSensor 	67	No	48	No	9.0
RelativeOrientationSensor	67	No	48	No	9.0
Accelerometer 	67	No	48	No	9.0
Gyroscope	67	No	48	No	9.0
LinearAccelerationSensor	67	No	48	No	9.0
GravitySensor	91	No	64	No	16.0
Magnetometer 	56 	No	No	No	No
AmbientLightSensor 	56 	No	No	No	No

Orientation

W3C Working Draft, Stand 02.09.2021

- Orientierung/Drehung im Raum
quaternion
- Zwei Varianten:
 - `AbsoluteOrientationSensor`
relativ zur Erde (magnetisches
Feld) → Bild rechts
 - `RelativeOrientationSensor`
relativ zum screen oder device
(initial)

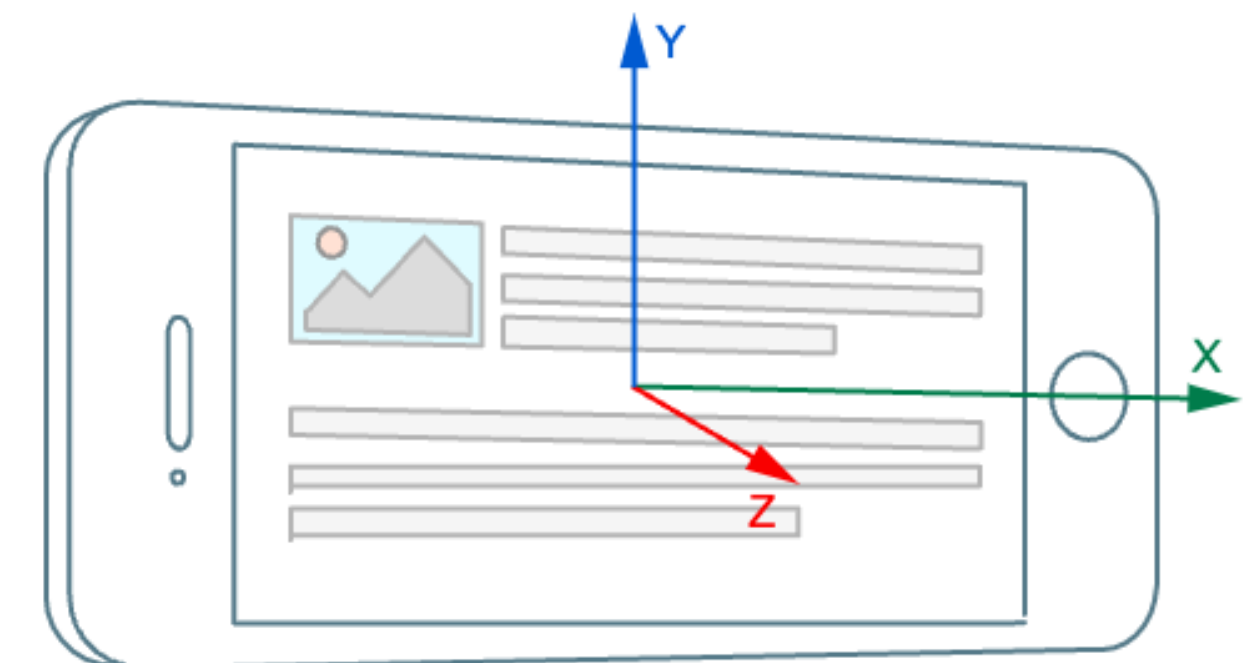
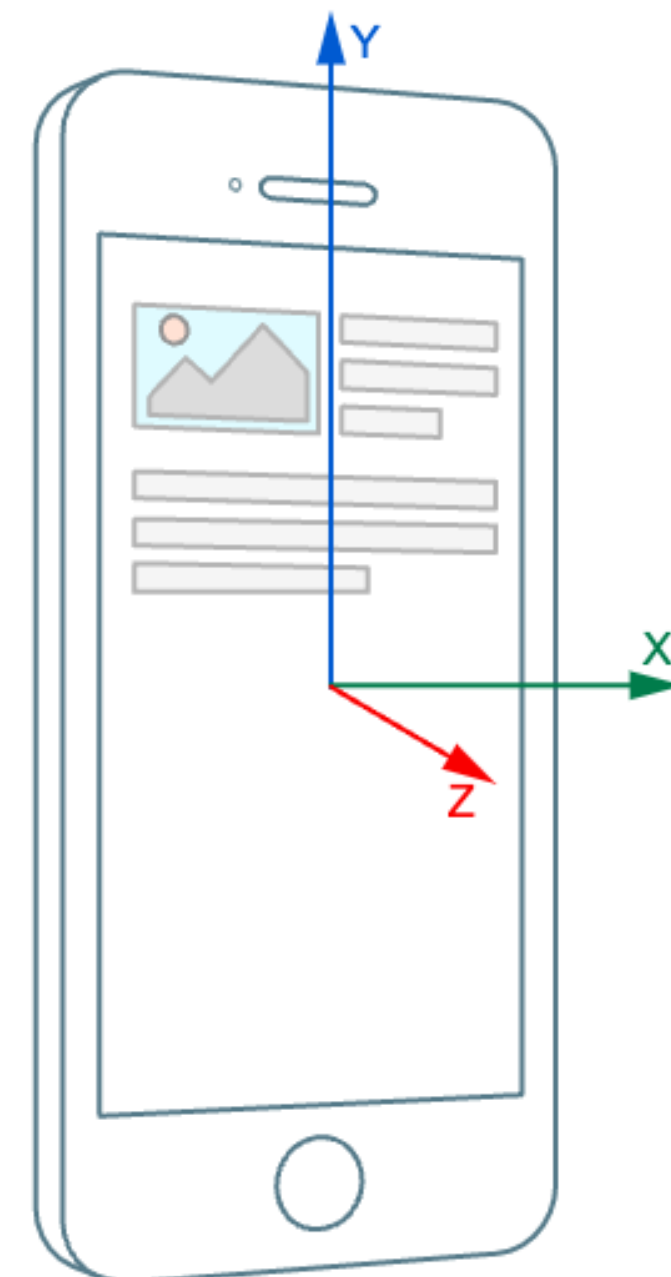
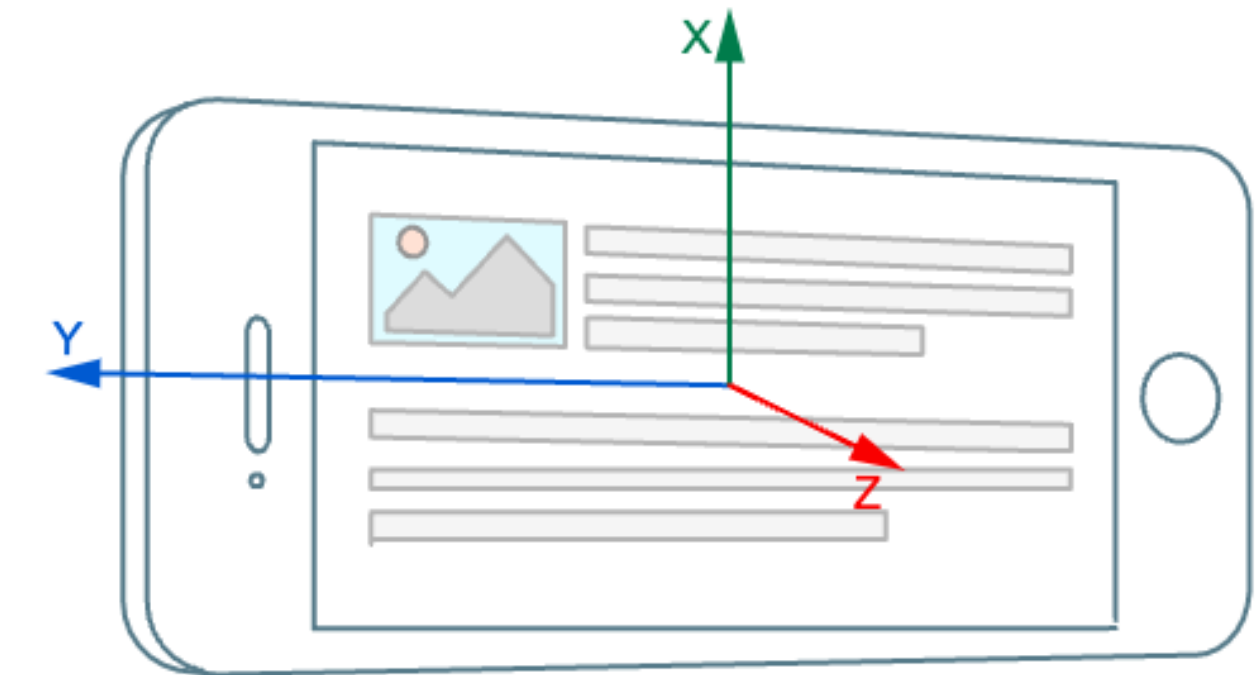
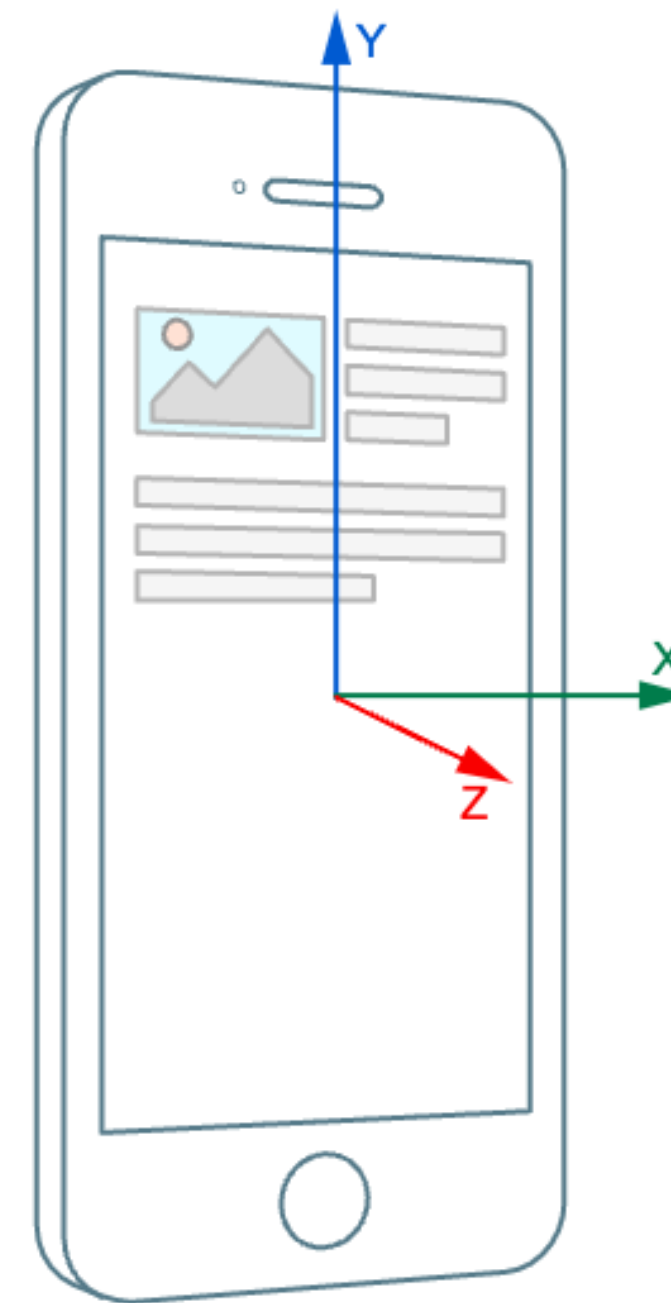


Accelerometer

W3C Candidate Recommendation Draft,
Stand 30.01.2023

- Messung von Beschleunigung:
 x , y , z
- Relativ zu:
 - screen
 - device
- Zwei Varianten:
 - `LinearAccelerationSensor`
 - `GravitySensor`

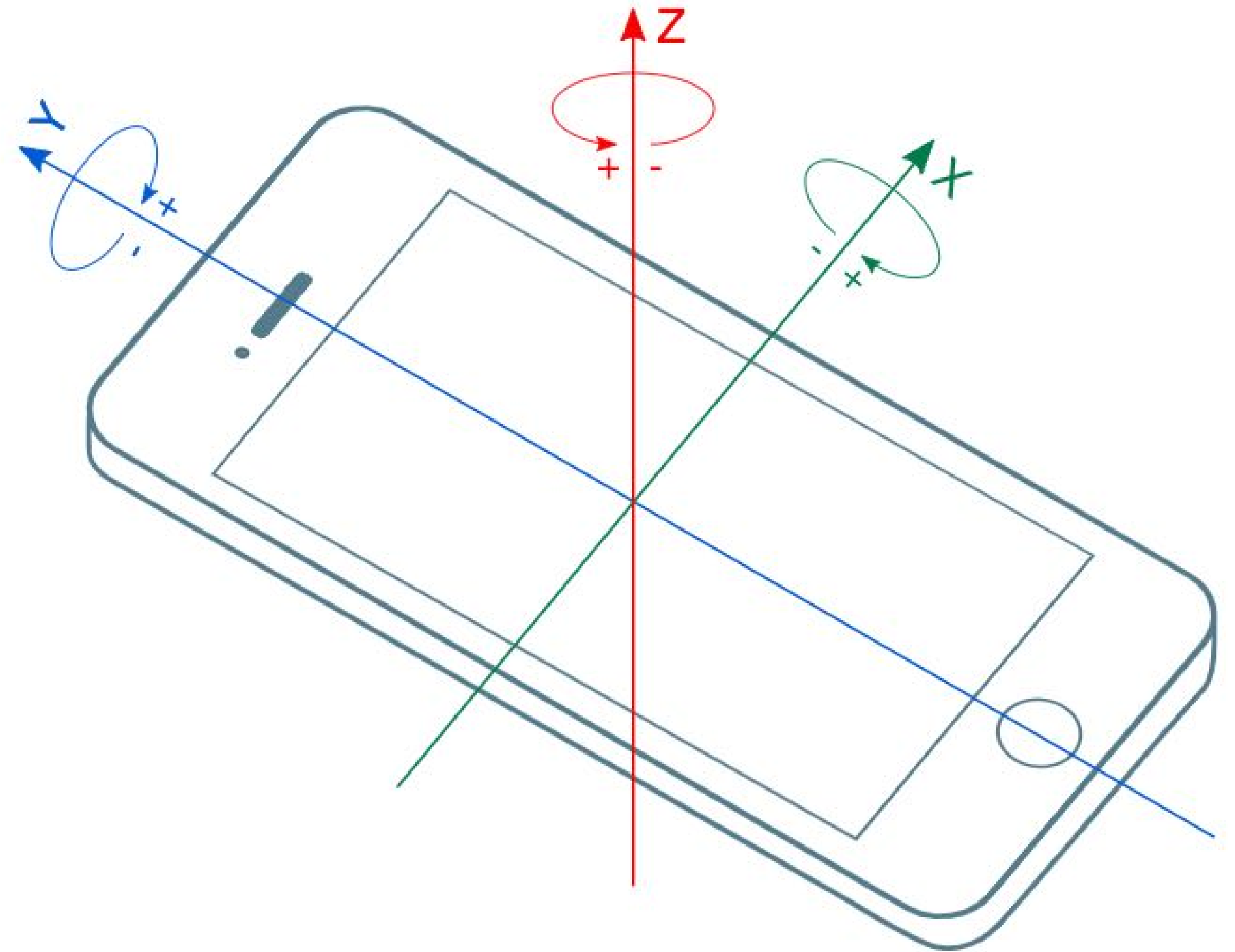
<https://www.w3.org/TR/accelerometer>



Gyroscope

W3C Candidate Recommendation Draft,
Stand 30.01.2023

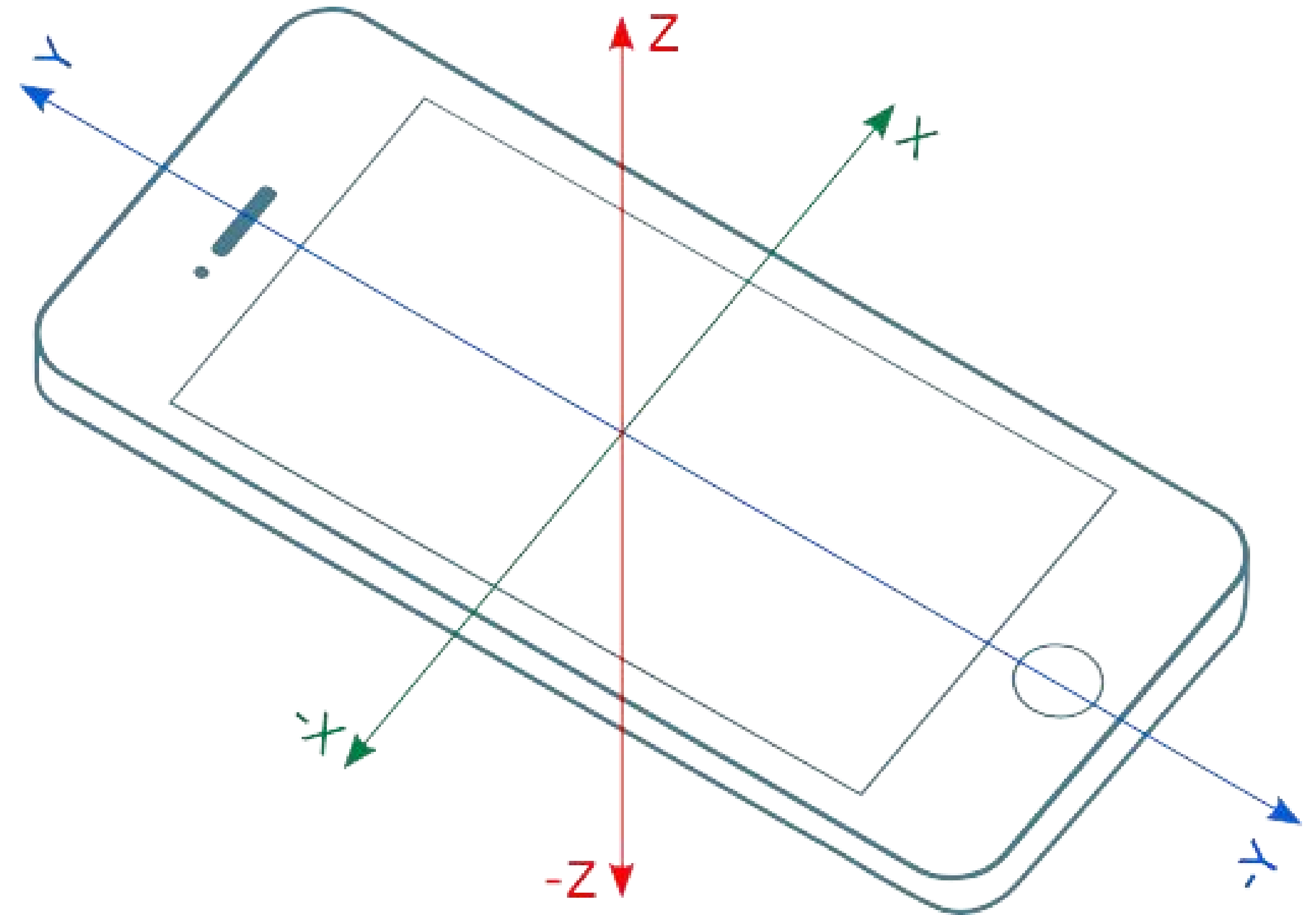
- Messung von Drehung:
x, y, z
- Relativ zu:
 - screen
 - device



Magnetometer

W3C Working Draft, Stand 30.01.2023

- Messung von Magnetfeldern:
 x , y , z
- Zwei Varianten:
 - Magnetometer
Nur Erd-Magnetfeld
 - `UncalibratedMagnetometer`
Objekte mit eigenem
Magnetfeld werden erkannt



AmbientLightSensor



W3C Working Draft, Stand 30.01.2023

- Messung der Beleuchtungsstärke
illuminance
- Physikalische Einheit (lux)

Illuminance (lux)	Surfaces illuminated by
0.0001	Moonless, overcast night sky (starlight)
2	Moonless clear night sky with airglow
0.05-0.3	Full moon on a clear night
3.4	Dark limit of civil twilight under a clear sky
20-50	Public areas with dark surroundings
50	Family living room lights (Australia, 1998)
80	Office building hallway/toilet lighting
100	Very dark overcast day
150	Train station platforms
320-500	Office lighting
400	Sunrise or sunset on a clear day.
1000	Overcast day; typical TV studio lighting
10,000-25,000	Full daylight (not direct sun)
32,000-100,000	Direct <u>sunlight</u>

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What's to come?

Feature Detection and Permissions

```
if (!"AmbientLightSensor" in window) {  
  console.log("AmbientLightSensor not supported");  
  return;  
}
```

```
navigator.permissions.query({ name: "ambient-light-sensor" }).then((result) => {  
  /* do stuff */  
});
```

Feature Detection and Permissions

```
if (!"AmbientLightSensor" in window) {  
  console.log("AmbientLightSensor not supported");  
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}
```

```
navigator.permissions.query({ name: permission }).then((result) => {  
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Feature Detection and Permissions

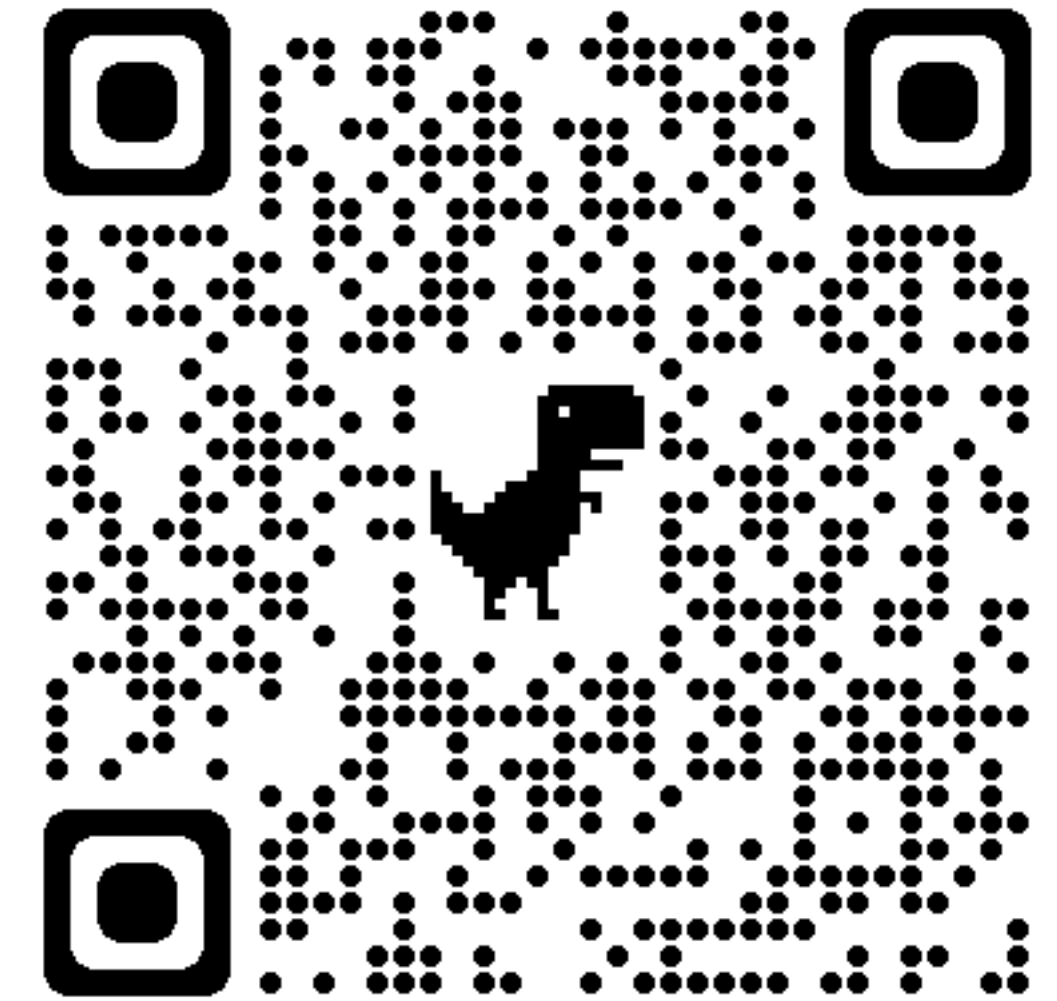
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```

```
navigator.permissions.query({ name: permission }).then((result) => {  
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```

Aufgabe 1

15min

- Repository auf Grundlage des Links erstellen
- Clonen
- AmbientLightSensor implementieren
- Auf Gerät ausprobieren 🚩
Generic Sensor Extra Classes (chrome://flags)
- **Finde Orte im Raum mit unterschiedlicher Helligkeit**
- Bei Problemen fragen!



[github.com/finnge/
sensor-apis-workshop](https://github.com/finnge/sensor-apis-workshop)

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What's to come?

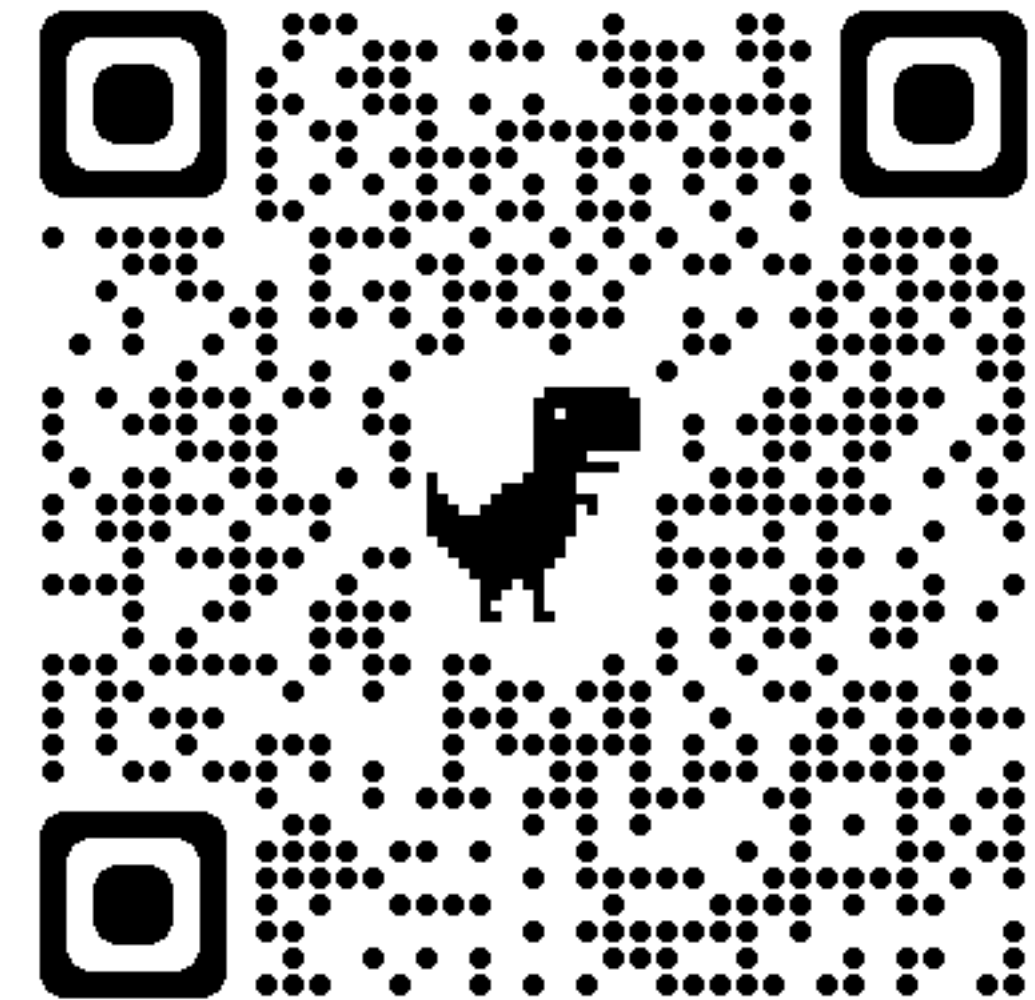
Wie können wir Nutzer:innen des Erlebnispfades helfen...

...einen Erlebnispunkt zu finden/
entdecken?

...ein AR-Objekt zu platzieren?

...mit einem AR-Objekt zu
interagieren?

10min



[www.menti.com/
alex8eu5rumk](https://www.menti.com/alex8eu5rumk)

Motion Sensors

Magnetometer

Ambient Light Sensor

Input

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What's to come?

Aufgabe 2

45min

- Nutzt als Grundlage den Code von Aufgabe 1 oder aus eurem Beiboot
- Baut mit der Idee deiner Wahl einen minimalen PoC



[github.com/finnge/
sensor-apis-workshop](https://github.com/finnge/sensor-apis-workshop)

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What's to come?

Input

Hands-On

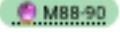

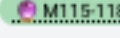





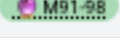




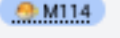


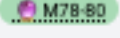

Discussion

Hands-On













Presentation

What's to come?

Started #

App store payment support for TWAs			+
Compute Pressure			+
 Controlled Frame API (available only to IWAs)			+
 Direct Sockets API			+
Enterprise support to pre-allow permissions for File System Access API			+
FileSystemHandle Unique IDs			+
Gamepad Button and Axis Events			+
Handwriting Recognition API			+
Implement Device Posture API			+
Implement: Run on OS Login for Chrome OS			+
Keyboard Map: layoutchange event			+
 Web app launch handler			+
Web Audio Render Capacity API			+
Web Bluetooth exclusionFilters option in requestDevice()			+
Web Serial Bluetooth support			+
WebSocketStream			+
Window Segments Enumeration API			+

Under Consideration (star and comment the bug) #

Ability to create virtual microphone and camera devices			+
Ability to detect amount of GPU memory available			+
Ability to rasterize DOM nodes into a generated image			+
Access common libraries like Freetype, Harfbuzz, & ICU			+
 Access to the bubble api (chat heads) to display interactive content for installed pwa			+
Advanced Network Information			+
 Allow web app to have actions (push-to-talk) which can be triggered in the background			+
Android doesn't support screen capturing			+
API to request key events normally reserved for browser shortcuts			+
 App Menu API for installed PWAs			+
Async Clipboard API: Support for multiple ClipboardItems.			+
Async Clipboard: Add File support			+
Async Clipboard: Add PDF support			+
Async Clipboard: Add support for 'clipboardchange' event			+
Async Clipboard: AVIF support			+
Async Clipboard: GIF support			+

Danke für eure Mitarbeit