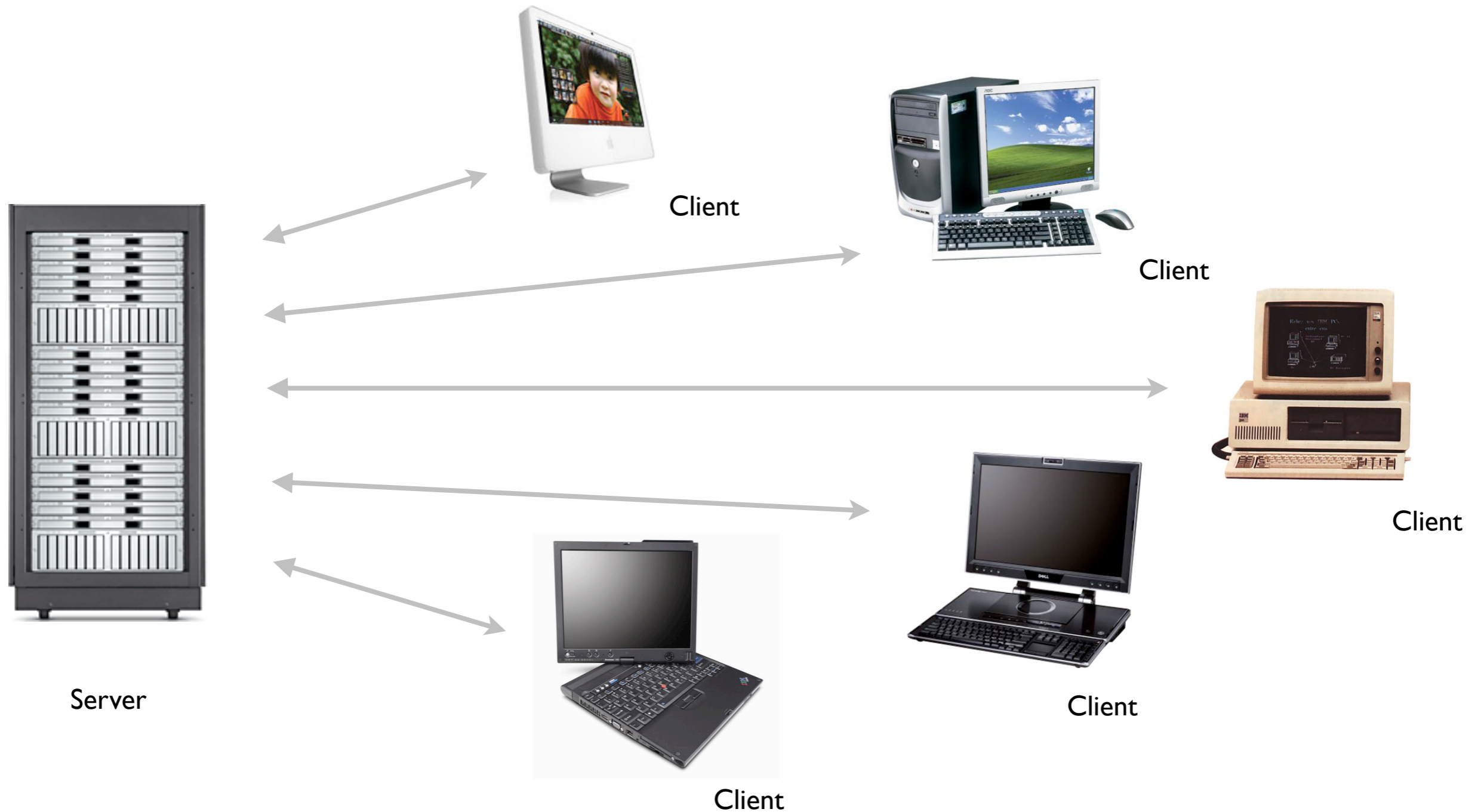


웹표준과 리치웹

시도우 웹표준화 추진팀 팀장
신현석

웹에서 RIA의 위치

서버와 클라이언트



다양한 클라이언트



Browser



Spider



Device

레이아웃 엔진

- Trident :  
- Gecko :   
- Presto : 
- WebCore :  
- KHTML : 

XHTML, CSS, DOM,
ECMAScript, XML,
XSLT, SVG 등 표준
기술들일 브라우저
에서 구현하는 중요
한 구성요소

플러그인



웹과 다양한 사용자

다양한 유저에이전트

- 다양한 유저에이전트 간의 호환성을 항상 염두에 두어야 함
- 콘텐츠가 기기, 때와 장소에 상관없이 소비될 수 있음
- 웹브라우저에서만 웹을 이용하는 시대는 지나고 있음


 SEARCH

Home / Support /

TechNote

A comprehensive list of supported Adobe Flash features, specific to each browser

Adobe Flash Player Browser Support Matrix

The following is a list of browser versions and platforms, and the Adobe Flash features that each supports.

Internet Explorer 7

Platform	Script-based Player detection	loadMovie	JavaScript*	External Interface
Windows XP	YES	YES	YES : Not functioning: GetVariable, TCallFrame, TCallLabel, TotalFrame	YES
Windows Vista	YES		YES : Not functioning: TCallFrame, TCallLabel, TotalFrame	YES

Internet Explorer 6

Platform	Script-based Player detection	loadMovie	JavaScript*	External Interface
Windows XP	YES	YES	YES : Not functioning: GetVariable, TCallFrame, TCallLabel, TotalFrame	YES
Windows Vista	N/A	N/A	N/A	N/A

TechNote Details

ID: tn_14159
 Product(s): Flash Player
 Platform: All

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How useful was this TechNote?

Not Useful Very Useful

1 2 3 4 5

How can this TechNote be improved?

Maximum of 300 characters.

Send

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Welcome to the free player software archives. Some users have computers that do not meet system requirements for our current player and only older versions will work on their systems.

Note: These are old versions of our player software and in most cases they are no longer supported. For our latest RealPlayer, [click here](#).

Windows NT4.0 / 98 / ME / XP / 2000

[RealPlayer 10 system requirements](#)
[RealOne Player Version 2 system requirements](#)
[RealOne Player Version 1 system requirements](#)
[RealPlayer 8 system requirements](#)
[RealPlayer 7 system requirements](#)
[Real Player G2 \(version 6\) system requirements](#)
[RealPlayer 5 system requirements](#)
[RealPlayer 4 system requirements](#)
[RealAudio Player 3 system requirements](#)
[RealJukebox 2 system requirements](#)
[RealJukebox 1 system requirements](#)

Windows 95

Recommended
[RealPlayer 8 system requirements](#)
[RealJukebox 2 system requirements](#)

Other Options
[RealPlayer 7 system requirements](#)
[Real Player G2 \(version 6\) system requirements](#)
[RealPlayer 5 system requirements](#)
[RealPlayer 4 system requirements](#)
[RealAudio Player 3 system requirements](#)
[RealJukebox 1 system requirements](#)

Windows 3.1

Recommended
[RealPlayer 5 \(16-bit\) system requirements](#)

Other Options
[RealAudio Player 3 \(16-bit\) system requirements](#)

OS/2

Mac OSX

Recommended
[RealPlayer 10 for Mac OSX system requirements](#)

Other Options
[RealOne Player for Mac OSX system requirements](#)

Mac OS8 or OS9

Recommended
[RealPlayer 8 for Mac system requirements](#)

Other Options
[RealPlayer 7 system requirements](#)
[Real Player G2 \(version 6\) system requirements](#)
[RealPlayer 5 system requirements](#)
[RealPlayer 4 system requirements](#)
[RealAudio Player 3 system requirements](#)

Mac OS7

Recommended
[RealPlayer 7 for Mac system requirements](#)

Other Options
[Real Player G2 \(version 6\) system requirements](#)
[RealPlayer 5 system requirements](#)
[RealPlayer 4 system requirements](#)
[RealAudio Player 3 system requirements](#)

LOCALIZED PLAYERS

RealPlayer 10

[RealPlayer 10 \(German\) system requirements](#)
[RealPlayer 10 \(French\) system requirements](#)

Processor	A 233 megahertz (MHz) processor, such as an Intel Pentium II or Advanced Micro Devices (AMD) processor	A 1.5 gigahertz (GHz) processor or faster, especially if you intend to synchronize video files to your portable device
RAM	64 megabytes (MB)	512 MB or higher
Free hard disk space	100 MB	60 gigabytes (GB)
Optical drive	CD or DVD drive	CD drive for playing audio CDs CD-RW drive for burning CDs DVD drive for playing DVDs
Modem	28.8 kilobits per second (Kbps)	Active broadband connection
Sound card	16-bit sound card	24-bit sound card for playing High Definition Compatible Digital (HDCD) content Compatible 5.1 multichannel audio sound card (for example, Creative Sound Blaster Live! or M-Audio Revolution 5.1) for playing multichannel audio content
Monitor	Super VGA (800 x 600) resolution	Same as required configuration or higher resolution
Video card	Video card with 64 MB of RAM (video RAM or VRAM) and DirectX generation	Video card with 256 MB of RAM or higher and DirectX 9.0b or later generation For more information about DirectX, see the Microsoft DirectX Web site .
Sound output device	Speakers or headphones	5.1 multichannel speakers For more information about device compatibility, see the documentation for your sound card.
Software	Microsoft ActiveSync (required only if you are using a Windows Mobile-powered Pocket PC or Smartphone) For more information about the version of ActiveSync required for your device, see your portable device documentation.	Same as minimum configuration
Internet browser	Microsoft Internet Explorer 6 or Netscape 7.1	Microsoft Internet Explorer 6 Service Pack 2 or Netscape 7.1



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iPhone

iPod + iTunes

.Mac

QuickTime

Support

Mac OS X

Download

Movie Trailers

QuickTime Guide

Why QuickTime

Products

Developer

QuickTime Version Availability

Use this table to determine what version of QuickTime is currently available for your operating system and then check the system requirements.

Language	Mac OS 10.3.9 - 10.4.x	Windows 2000 Service Pack 4 or XP Service Pack 2	iTunes + QuickTime Windows 2000 Service Pack 4 or XP Service Pack 2
English	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
Chinese-Simplified	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
Chinese	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
Danish	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
Dutch	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
English(UK)	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
Finnish	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
French	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
German	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
Italian	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
Japanese	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
Korean	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
Norwegian	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
Russian	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
Spanish	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6
Swedish	7.1.6	7.1.6	iTunes 7.1 + QuickTime 7.1.6

If your operating system is older than those supported by the current versions of QuickTime, please visit [AppleCare](#) to find previous



FREQUENTLY ASKED QUESTIONS



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Silverlight™

HOME

WHY SILVERLIGHT

DOWNLOADS

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TOOLS & RESOURCES

FAQ

General questions

- ✦ [What is Silverlight?](#)
- ✦ [Is Silverlight free?](#)
- ✦ [Is Silverlight the official name for "WPF/E"?](#)
- ✦ [What is the long-term goal or vision for Silverlight?](#)
- ✦ [What are the main features and benefits of Silverlight?](#)
- ✦ [Is the re-released Silverlight Beta different from "WPF/E" February 2007 Customer Technology Preview \(CTP\)?](#)
- ✦ [How do Silverlight 1.0 Beta and Silverlight 1.1 Alpha differ?](#)
- ✦ [Can I deploy Silverlight-based applications with the CTP?](#)
- ✦ [Is there an expiration date for the Beta?](#)
- ✦ [Is Microsoft on schedule to ship Silverlight in the first half of this year?](#)
- ✦ [What features are available in the Silverlight 1.0 Beta?](#)
- ✦ [What features are available in the Silverlight 1.1 Alpha?](#)
- [Which platforms and browsers will Silverlight support?](#)

Silverlight will support all major browsers on both Mac OS X and on Windows. Particular care is being taken to account for differences in platform and browser capabilities to ensure a consistent experience including experiences on FireFox, Safari, and Internet Explorer.

— [What Macintosh OS versions and hardware will be supported?](#)

Macintosh OS X 10.4.8 or later will be supported for both Power PC-based and Intel-based hardware via a Universal Binary.

- ✦ [How will Silverlight be distributed by Microsoft?](#)
- ✦ [Is the installation experience of the Beta representative of what customers will see when released?](#)
- ✦ [Will I need more memory, a faster processor, or a better Graphics Processing Unit \(GPU\)?](#)
- ✦ [Is Microsoft considering support for additional operating systems?](#)
- ✦ [Which devices will be supported?](#)

Silverlight installation and Web site issue

- ✦ [Where can I go to install Silverlight?](#)


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Beta

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Slightly Ajar

Opening the **Web**  site @ a **time**



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Ouvert Aperto Open

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Silverlight, coming soon to a browser near you

Thursday, 3. May 2007, 16:45:15

[OpentheWeb](#), [Apollo](#), [Widgets](#), [Silverlight](#)

Things are hotting up in the rich media arms race. In the red corner we have Adobe, with **Apollo** (web technologies, Flash and Flex), while in the blue corner we have the new entrant from the Redmond Giant, **Silverlight** (web technologies, XAML, .Net et al) — wow, these names really do sound like American Wrestlers. The W3C is also somewhere there in the mix with **SVG** and **widgets 1.0**. it could potentially be a bloody battle, and it is quite worrying for the web, as each of the two main players use their own propitiatory technologies, runtimes, codecs and developer tools. One has to use Visual Studio, or Expression studio on Windows to develop for Silverlight for example. Is this another example of the big guys trying to take control of the web again. After **Mix**, Ex-Microsoft Employee, Robert Scoble, posted about Silverlight, claiming **Microsoft "rebooted the web"**.

As Silverlight runs in a browser, it is very important that Opera supports it. We must be compatible with the web sites out there that will use this technology. I also think that it is important that Adobe have strong competition, so that it doesn't run away with a monopoly on rich media interfaces on the web, tying everyone to their own technologies and products. Silverlight has also already been demoed on Windows Mobile. Maybe this is the kick that Adobe needs to start pushing its development of Flash on mobiles and embedded devices. If Flash isn't there (or gets too outdated) maybe Microsoft will get there first.

I don't want to announce too much just yet, but as can be seen from [this](#)

About



Name: David Storey
Location: Norway
Occupation: Chief Web Opener
[More »](#)

May 2007

S	M	T	W	T	F	S
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27	28	29	30	31		

◀ [Apr 2007](#)

[Jun 2007](#) ▶

Tags

다양한 사용자 경험

- 사용성은 사용자의 경험을 바탕으로 하고 있음
- 리치웹이 모든 사용자에게 좋은 경험을 주는 것은 아님
- 사용자에게 익숙한 오래된 인터페이스는 변화에 신중을 기해야 함

다양한 사용자 경험

- Windows XP SP2, IE
- MAC OS X, Firefox
- MAC OS X, Safari
- MAC OS X, Opera
- Kubuntu, Konqueror

Upload:

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Upload: no file selected

Upload:

Upload:

다양한 사용자 경험

분류

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- 기업
- 수정
- 개인 사이트
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- 쇼핑몰

Firefox

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Safari

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- 쇼핑몰

Opera

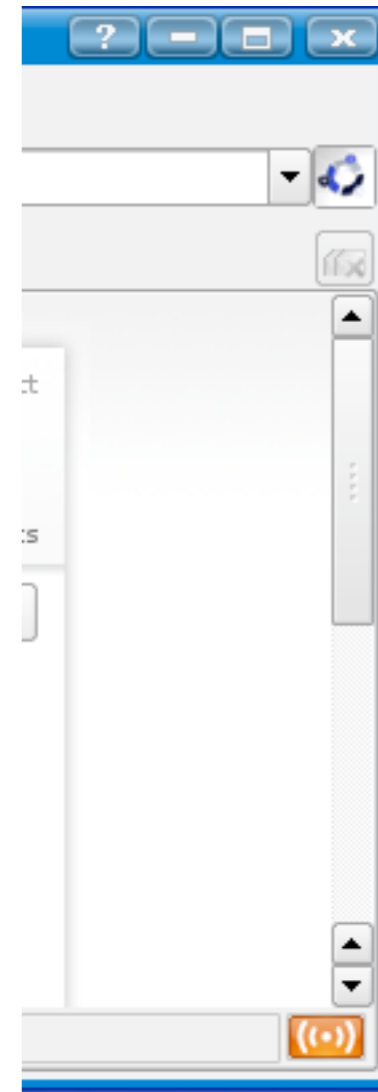
다양한 사용자 경험



MAC OS X



Windows XP



Kubuntu

사용자 환경에 최적화 된 인터페이스

플러그인과 웹

- 플러그인은 웹이 아님
- 웹은 기계가 이해할 수 있는 형태 제공
되어야 함 ex) google bot
- 사용자에게 선택할 수 있는 최대한의 경
로를 제공

Graceful Degradation

- 최종 결과물을 먼저 달성한 후 이를 보완하는 방법으로 단점을 극복하는 방법
- 대체 텍스트, 대체 콘텐츠 제공과 같은 방법이 대표적임

Object 요소

<object>는 하위의 콘텐츠를 대체 콘텐츠로 인식

```
<object data="hello.swf" type="application/x-shockwave-flash">
  <!-- PNG 이미지 -->
  <object data="hello.png" type="images/png">
    <!-- GIF 이미지 -->
    <object data="hello.gif" type="images/gif">
      <!-- 일반 text -->
      <p>Hello!</p>
    </object>
  </object>
</object>
```

Hixie method (ie conditional comment)

```
<object classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000" codebase="http://
download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=7,0,0,0" width="550"
height="400" id="flash_movie" align="middle">
  <param name="movie" value="flash_movie.swf">
  <!-- Hixie method -->
  <!-- [if !IE] <-->
  <object type="application/x-shockwave-flash" data="flash_movie.swf"
width="550" height="400">
    <p></p>
  </object>
  <!--> <![endif]-->
</object>
```

Progressive Enhancement

- 구성요소를 분리하여 기본 콘텐츠에 대한 접근성을 향상 시키는 방법
- 모든 사용자 다양성을 충족시킬 수 있도록 고안되어 있음
- 높은 접근성, 검색엔진 최적화를 달성

Progressive Enhancement

- 모든 기본 콘텐츠는 모든 브라우저로 접근 가능해야 함
- 모든 기본 기능은 모든 브라우저에서 사용 가능해야 함
- 시멘틱 마크업으로 모든 콘텐츠를 표현
- 외부 CSS, 외부 Javascript로 추가적인 풍부 부한 디자인/기능 표현

구조, 표현, 동작

ECMAScript (behavior)

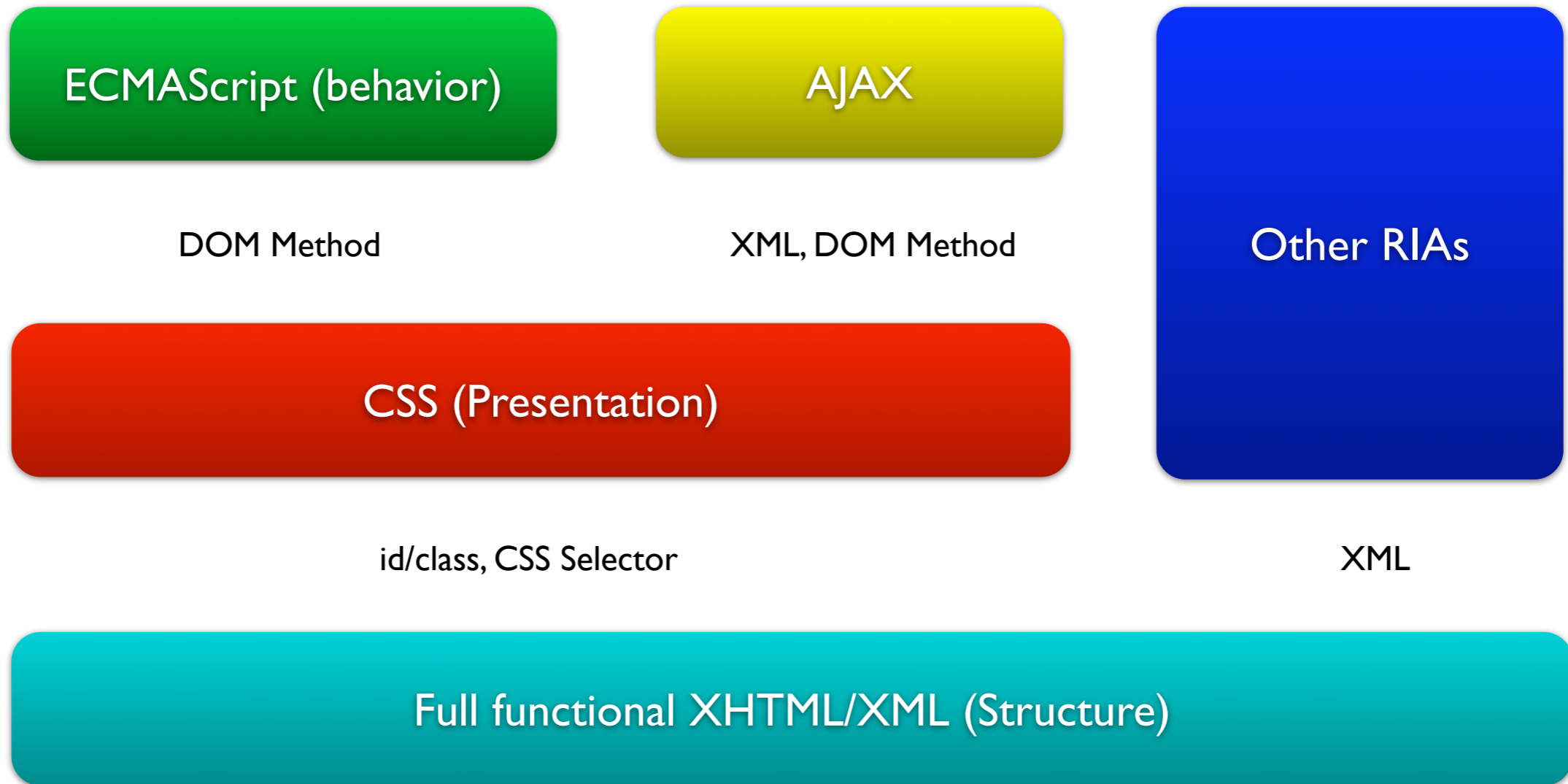
DOM Method

CSS (Presentation)

id/class, CSS Selector

Full functional XHTML (Structure)

구조, 표현, 동작





XTech 2006: "Building Web 2.0" – 16-19 May 2006, Amsterdam, The Netherlands

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Hijax: Progressive Enhancement with Ajax

[Jeremy Keith](#) (Clearleft)

[11:45 Tuesday May 16](#)

→ [Ajax day St. John 2](#)

Progressive enhancement is a widely accepted methodology in CSS circles. By applying a presentation layer on top of an existing markup structure, developers can rest assured that content will still be accessible, even if CSS is disabled.

This same thinking is now being applied to JavaScript. Using a technique called unobtrusive JavaScript, event handlers are taken out of the markup and applied in external JavaScript files. This creates a behaviour layer that, similar to the presentation layer, can be removed without preventing access to the core content. The JavaScript, like the CSS, degrades gracefully.

Progressive enhancement can also be applied to Ajax. Unfortunately, most Ajax applications are built without any thought for graceful degradation: no Ajax, no functionality. At best, a separate, dumbed-down version is provided but that increases development time and cost.

It sounds paradoxical, but the best way to build an Ajax application is to build an old-fashioned website that uses query strings and form data to transmit information to the server, which then returns an entire page. Then, using unobtrusive event handlers, intercept those links and form submissions and route them through the XMLHttpRequest object. The server can then return just a portion of the page instead of the whole page. This page fragment can then be inserted into the currently loaded page without the need for a page refresh.

By hijacking the regular functionality and replacing it with an enhanced Ajax version, you can be assured that your website will work with or without Ajax. In order for this technique –called Hijax– to work, your server-side architecture will need to be quite modular, capable of returning entire pages or

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deconcept

[< FlashObject mailing list](#)[A modern approach to Flash SEO >](#)

February 27, 2006

Using alternate content as content in Flash

Filed under: [flash](#) [javascript](#) [flashobject](#) @ 8:34 am

I've been going on and on about using progressive enhancement on your pages that use Flash ever since I released [FlashObject](#). The idea is that you build your pages without Flash, then add in the Flash parts later using Javascript if the user has the correct version of the Flash player. One of the really cool side effects of doing this is that Google will then index your alternate content (Google doesn't know Javascript).

[Today I saw someone taking this a bit further](#): They were using [sIFR](#) to embed a Flash movie on the page, and then passing in the replaced HTML content into the Flash movie as a flashvar.

Now this is nothing new - Claus Wahlers created [SEFFS](#) a while back that does just this (I think in his example he loaded the entire XHTML document), and sIFR does this but on a very small scale.

Up until today I never really saw much of a benefit to doing something like this. Usually your site would be run from a database anyway, so you could output your navigation and page content from your database as alternate content, and then use that same data again for the XML file that your Flash movies would read. But today I think I finally realized how cool this might be: Imagine removing all the server calls from your Flash movies when they request their XML configuration files, or imagine saving the user's bandwidth by not loading all that content twice.

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UX와 함께 고려해야 할 접근성

사용성과 접근성

- 사용성은 대상과 범위에 한계가 있음
- 접근성은 모든 대상, 모든 범위를 포괄하는 개념
- 웹은 접근성이 높아야 함
- 웹은 개방되어야 함




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Flash 8 Accessibility

Did you know that you can now create accessible web and e-learning content that includes rich media? Have you wanted to use Macromedia Flash content, but were concerned about policy or accessibility issues? If so, check out the new accessibility features built into Macromedia Flash 8 and Macromedia Flash Player 8.

The design techniques and developer resources at this site will help you get started creating Macromedia Flash 8 content with accessibility in mind.

Flash Accessibility Presentations

-  [Part 1 - Accessibility Defined](#)
-  [Part 2 - The Screen Reader](#)
 - [Window-Eyes](#)
 - [Jaws](#)
-  [Part 3 - Key Concepts](#)

Overview

[Flash 8 Accessibility Overview](#)[Flash Player 8 Accessibility](#)[FAQ](#)

Related Resources

[Voluntary Product Accessibility](#)

Design Guidelines

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Whitepapers

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[Voluntary Product Accessibility Template](#)[More Product Information](#)



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Flex Accessibility Overview

Creating accessible web experiences has never been more important than today. Accessibility continues to gain recognition and with the recent adoption of accessibility standards across the world, designers and developers must ensure that people with disabilities are able to access the contents of websites and web applications.

With Macromedia Flex, designers and developers can create powerful, exciting, and engaging experiences on the web that are accessible to all. With a robust set of accessibility features built in, including 23 accessible components, it's never been easier to design accessible Rich Internet Applications (RIAs).

Flex inherits all the accessibility advantages of Flash Player 7, including support for Microsoft Active Accessibility (MSAA), which means that users of assistive technologies can now access the best experience on the web. In fact, Macromedia Flex improves the user experience by providing tree controls, which make the structure of a website readily apparent and easily navigable for users with disabilities.

For the Flex designer and developer, the challenge of accessible design is to remove any obstacles that prevent assistive technologies like screen readers or keyboard-only tools from functioning effectively when rendering Macromedia Flex RIAs. Achieving this goal ultimately requires designers and developers to pay special attention to the potential use cases for disability and design with these particular experiences in mind.

[Flex accessibility home](#)

[Flex accessibility overview](#)

[FAQ](#)

[Using Flex with JAWS](#)

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Re: WPF/E & accessibility? ...

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06 Dec 2006, 7:05 PM UTC

Mathias Raacke

WPF/E & accessibility?

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Hi,
I need detailed information about WPF/E and support for accessibility standards.
Thanks,
Mathias

Report Abuse

06 Dec 2006, 9:20 PM UTC

Barak Cohen

Answer Re: WPF/E & accessibility?

Posts 41

Was this post helpful? Yes No

Addressing accesibility is something we plan for the final release. At his point we did not include Accesibility specific features. We would appreciate any specific input you can provide us about accesibility.
email barakc@microsoft.com or comment here or in my blog <http://blogs.msdn.com/bardak>

Barak

Report Abuse

25 Apr 2007, 1:54 PM UTC

FedGovDevSIG

Re: WPF/E & accessibility?

Posts 1

Was this post helpful? Yes No

Are you kidding? Wake up! Have you heard of Section 508? We federal government designers and developers can't even consider this technology unless it is accessible and can produce content compliant with Section 508. Moreover, making content accessible, including media rich content, makes good business sense and is the moral thing to do.

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(please select)

웹표준

- 웹표준은 웹의 접근성, 상호 운용성, 기기 독립성, 상위/하위 호환성 등을 높이기 위해서 고안 되었음
- 높은 품질을 가지고 있는 제품을 만들기 위한 가장 효율적인 수단

RIA와 웹

- RIA가 웹을 대체할 수는 없음
- 현재까지의 웹과 같이 공존하는 방향을 모색해야 함
- 상황과 환경에 맞는 선택이 중요함

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