

Javascript Modules

Laurent Jouanneau
Course on Mozilla Education and Technologies @
Evry
December 2011



Creative Commons Attribution-Share Alike 3.0 licence
<http://creativecommons.org/licenses/by-sa/3.0/>





Including javascript into javascript

- Three ways to include a javascript file

- `<script>` element

```
<script type="application/javascript" src="myscript.js"/>
```

- The `jssubscript-loader` component

```
Components.utils.import("resource://gre/modules/Services.jsm");  
Services.scriptloader.loadSubScript("chrome://.../myscript.js");
```

old way :

```
var loader = Components.classes["@mozilla.org/moz/jssubscript-loader;1"]  
    .getService(Components.interfaces.mozIJSSubScriptLoader);  
loader.loadSubScript("chrome://.../myscript.js");
```

- Using a javascript module (JSM)



Advantages of javascript modules

- The module is loaded only one time, even if several scripts include it in their context
- Only specified variables of the JSM are imported into the target context
 - private context into the javascript module, so it is possible to have private variables into the JSM
- Variables of the JSM are shared between contexts which import the JSM
 - Useful to share values between windows for example, or between a window and a javascript XPCOM component



Creating a javascript module

- A javascript module is simply a javascript file (.js or .jasm), which defines some objects, functions, and/or other variables
- It should contains an array called `EXPORTED_SYMBOLS`, containing the list of name of javascript items to export
- In your extension, save your javascript module into a « modules/ » directory, or in a chrome package
- In the manifest, declares the modules/ directory in order to access it through the resource:// protocol



Example of a JSM

modules/logger.jsm

```
var EXPORTED_SYMBOLS = [ 'log' ];

const CONSOLE = Components.classes["@mozilla.org/consoleservice;1"]
    .getService(Components.interfaces.nsIConsoleService);

function log (message) {
    if(message instanceof Ci.nsIConsoleMessage)
        CONSOLE.logMessage(message);
    else
        CONSOLE.logStringMessage(message);
}
```

In the chrome.manifest

```
resource myextension modules/
```



Using a JSM

In any javascript files:

```
Components.utils.import("resource://myextension/logger.js");  
  
Log('my super message');  
  
// you cannot call the CONSOLE constant directly since it is not declared  
// into EXPORTED_SYMBOLS
```



Other modules

- Resource URL :
 - resource://« alias »/« relative path »/file.jsm
- Alias for the location of the XUL application: « app »
- Alias for the location of the XUL runtime: « gre »
- Example: "resource://gre/modules/XPCOMUtils.jsm"