

Branding requirements

In order to call your device a “Firefox OS device” and use the brand assets provided, you must be running B2G code as well as comply with the following Mozilla Branding Requirements:

1. You have to make sure you are complying with the open source licenses under which the B2G code is distributed.

- a. Your distribution of any open source object or source code must comply with the requirements for each of the open source licenses governing that code. There is more information about the open source in Boot to Gecko available at <https://wiki.mozilla.org/Boot2Gecko/Licensing>.
- b. We strongly recommend that you get involved in making open source contributions back to the Boot 2 Gecko project. To find out more about how to get involved, please see the following resources:
 - i. <https://developer.mozilla.org/en-US/docs/Introduction>,
 - ii. https://developer.mozilla.org/en-US/docs/Mozilla/Firefox_OS,
 - iii. http://mozilla.github.io/process-releases/draft/development_overview/,
 - iv. <https://wiki.mozilla.org/B2G/Architecture>,
 - v. <https://wiki.mozilla.org/WebAPI>

2. You have to make sure your device meets Minimum Performance and Compatibility Requirements.

- a. Minimum hardware requirements.
 - i. CPU: Minimum 1GHz, single-core, equivalent to ARM Cortex A7 processor
 - ii. Storage:
 1. General purpose device: minimum 512MB on-board
 2. Mobile phone: total storage 4GB, minimum on-board 512MB
 - iii. System RAM: 128MB
 - iv. Display (if the device has or is capable of having a visual display – no display is explicitly required)
 1. If the device is a mobile device (handset, tablet, etc.):
 - a. Display: 262k color, HVGA (480x320) capacitive multi-touch display (minimum two points)
 - v. GPU:
 1. WebGL-capable GPU capable of rendering H.264 video at 30FPS
 - vi. Hardware Buttons:
 1. If the device is a mobile device (handset, tablet, etc.):
 - a. Home, Power, Volume up, Volume down.

- b. Platform Compatibility requirements.
 - i. Your device must maintain compatibility with all the WebAPIs available in the most current release of B2G.
 - 1. Requirement
 - a. Because the cross compatibility of Firefox OS is critical to the success of the platform, without obtaining prior written approval from Mozilla, you will not remove or modify any default functionality regarding the compatibility of web sites, WebAPIs and web applications in Branded Devices.
 - b. Mozilla welcomes innovation across the open source Firefox OS platform. You may add WebAPIs but we encourage you to review documentation first to make sure you need to add them.
 - 2. Clarifications
 - a. The following are further clarifications regarding the foregoing requirement:
 - i. You must not remove or modify any APIs found in files in Branded Devices which are exposed to web content, including certified, privileged or regular apps and general web pages. For example:
 - 1. You must not modify APIs declared in files with "idl" or "webidl" extensions.
 - 2. You must not add, remove, or modify HTML elements and their attributes, other Web languages such as SVG and MathML, CSS properties, application manifests, permissions, and any other similar functionality available to web pages and applications.
 - ii. You must not modify the default user agent string and will ensure the Gecko user agent string is accurate to the appropriate version of Gecko. More information may be found here:
 - 1. https://wiki.mozilla.org/B2G/User_Agent/Partner_Changes_Policy
 - 2. https://developer.mozilla.org/en-US/docs/Gecko_user_agent_string_reference

- iii. You will not modify the behavior of existing Web APIs. For example, you will not change the semantics of a function or its side effects.
 - iv. You will not remove any functionality found in existing Web APIs (such as removing media formats, HTML elements, DOM properties or methods, etc.) or any Web APIs themselves.
 - v. You will not add any behaviors to existing Web APIs.
- ii. You must provide at least 1 year worth of updates on your “Firefox OS” branded device with the timeframes listed in this graphic.
 - 1. You will ensure that Branded Devices are provided with the following update requirements for a period of at least **1 year** (or longer if required by applicable law) from the first commercial launch date of each applicable such device:
 - a. Mozilla will release source code for upgrades and updates, including any security fixes, according to the release schedule and process it generally uses for software development. For each such update or upgrade, Partner will comply with the update testing, certification and deployment schedule set forth in **Appendix 1**. All updates will be made available by Mozilla in source code form and Partner will complete all builds into executable form. For any update deployed by Partner, Partner will give end users notice and choice over whether to accept such update, including without limitation by the end user enabling default updating. This requirement shall survive any termination or expiration of the License Agreement.
- iii. You must not modify the permission architecture or data management features available in the most current release of B2G.
 - 1. You will not make modifications to Branded Devices in such a way that any security or data management feature (or their respective default configurations) are changed, including:
 - a. Branded Devices must implement the permission model and trust levels documented here:

- i. https://developer.mozilla.org/en-US/docs/Mozilla/Firefox_OS/Security/Security_model
 - ii. https://developer.mozilla.org/en-US/docs/Mozilla/Firefox_OS/Security/System_security
- b. Branded Devices must gate access to Web APIs by appropriate permission checks. Current permissions checks are documented here:
 - i. https://developer.mozilla.org/en-US/docs/Web/Apps/App_permissions
- c. Applications that are pre-installed on the devices that are derived from the Firefox Marketplace should ship with the app signing certificate provided for Firefox Marketplace and pre-installed applications that do not derive from the Firefox Marketplace must not use the Firefox Marketplace signing certificate.
- d. Partners must not modify the operation of the following features in Branded Devices:
 - i. Do Not Track flag
 - ii. The user-controlled clearing of application data (including, without limitation, for any pre-installed applications)
 - iii. The default operation of any Mozilla services integrated into the Branded Devices (such as update data pings and crash reporting).
- e. Partner will not introduce any spyware or malware into Branded Devices. Additionally, Partner will not use other means, without an end user's consent, for Partner or any third parties to access a user's personal information.
- f. Partner will not make any modifications to Branded Devices that would cause the Firefox OS privacy policy (available at <http://www.mozilla.org/en-US/privacy/policies/firefox-os/>) or the Firefox Marketplace Privacy Policy (available at <https://marketplace.firefox.com/privacy-policy>), in each case as modified from time to time, to no longer be accurate.

3. You have to certify your device.

- a. **Step 1:** Submit your device to the Open Web Device Compliance Review Board. The OWD CRB is currently in development. Visit www.openwebdevice.org to find out more.
- b. **Step 2:** Submit your device to the Mozilla Certification Process.
 - i. After you have created the final version of your device, you must
 - 1. Run the Mozilla Certification Test Suite (MCTS)
 - 2. Have a technical contact accurately fill out the Mozilla Certification Checklist (MCC)
 - 3. Submit the results from the MCTS and MCC to Mozilla along with one physical (1) sample of your device and packaging to:

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4. Have an authorized representative of your company agree to and sign the *Powered by Firefox OS Distribution Agreement*.