



PleaseTech Ltd Request for Proposal: Firefox Plug-in

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Table of Contents

1	Overview.....	4
2	Requirements	4
2.1	Functional Requirements.....	4
2.2	Firefox and OS compatibility	4
2.3	Stability and reliability	4
2.4	Performance.....	4
2.5	Deliverables	4
2.6	Programming language used	5
2.7	Intellectual Property Rights	5
2.8	Environment and Equipment.....	5

1 Overview

The project is to replicate the behaviour of an existing Internet Explorer Browser Helper Object (BHO) in Firefox.

Because of the nature of the processing performed and the requirement to use windows APIs, we believe this must be accomplished using a Firefox plug-in (probably written in C++) rather than an add-on.

Once the contract is awarded, PleaseTech will supply a detailed specification plus the source code for the existing IE BHO (which is written in vb6).

2 Requirements

2.1 Functional Requirements

The plug-in shall have no user interface as such; it shall run in the background performing the following processing:

- Use a windows timer message to poll periodically at a preconfigured interval (typically 100ms)
- Each time it polls, read an area of windows shared memory and look for a non-empty string value in the memory block
- Navigate the DOM tree in each browser window looking for an HTML element with a specific Id
- When this is found, invoke a JavaScript function in the context of the window
- Write an empty string value to the memory block

2.2 Firefox and OS compatibility

The plug-in shall work with Firefox version 1.5, 2 and 3.

The plug-in shall be a 32 bit windows application. It shall run on Windows XP and Vista 32 and 64 bit (64 bit using WoW64).

2.3 Stability and reliability

The plug-in will be resold as part of a commercial product and shall be of appropriate quality. It shall not cause windows or Firefox to crash in the event of an error condition, and shall not leak handles or memory in normal use.

2.4 Performance

On a typical modern laptop, the plug-in shall not cause a CPU load of higher than 10% in the following scenario:

- The poll interval is set to 100ms.
- 10 copies of Firefox are open simultaneously (without using tabbed browsing)
- The shared memory does not contain any data (i.e. the plug-in has no work to do)

2.5 Deliverables

The following items shall be delivered:

- All source code
- Documentation and build instructions
- Installation instructions (note: an installation package is not required as the plug-in will be bundled into an existing installation)

2.6 Programming language used

If the plug-in is to be written in C++, it shall be provided in the form of a project file that can build with Visual Studio 2005 or 2008.

Please contact us in advance if you intend to use any language other than visual C++

2.7 Intellectual Property Rights

Although you will retain the copyright, all intellectual property rights must be transferred to PleaseTech Ltd, who will be responsible for ongoing maintenance and development.

You will be required to warrant that the software is an original work and that you have the rights to pass the IP to PleaseTech

The agreement for the assignment of the intellectual property rights to PleaseTech Ltd must be executed before work commences on the plug-in. A copy of this document can be supplied upon request.

Ideally the plug-in should not require any third party code or libraries. In the event that any third party components are used, the licensing conditions of all such components must allow the plug-in to be distributed as part of a commercial application and these conditions must be made available to PleaseTech.

2.8 Environment and Equipment

You will supply your own equipment and development environment, and will require an internet connection for testing purposes.

Once the contract is awarded, PleaseTech will supply all other software and instructions required to configure the test environment and access the test server.