

Category	Feature[1]	Android 2.1[2]	Android 2.2	Android 2.3	Android 3.0	Android 4.0	IOS 3.2	IOS 4.0-1	IOS 4.2-3	IOS 5	IOS 6	WP 7.5 (IE9)	WP 8 (IE10)					
Canvas	Canvas (basic support)[3]																	KEY
	Hardware accelerated canvas																	supported
Video	Video element (basic support)[5]	[6]	[6]								[4]							not supported
	Codec: WebM/VP8																	partially supported
	Codec: Mpeg-4/H.264	[7]	[7]	[7]	[7]	[7]												
	Codec: Ogg/Theora																	
	Adaptive Streaming Standard[8]																	Any features in this color are at risk (hover to see details)
	DRM[9]																	
Fonts	@font-face Web fonts[10]																	
	TTF/OTF - TrueType and OpenType font support[13]						[11]	[11]				[12]						
	WOFF - Web Open Font Format[15]											[14]						
	EOT - Embedded OpenType fonts[16]											[14]						
Communication	Cross document messaging (web messaging)[17]																	
	Cross-Origin Resource Sharing (CORS)[18]											[19]						
	Server-sent DOM events[20]																	
	Connectionless Push (for server-sent events)																	
URI scheme	Messaging API (tel:, sms:, mmsto:, emailto:)											[21]	[21]					
Images and Animation	Animated PNG (APNG)[22]																	
	Data URLs[23]											[24]						
	PNG alpha transparency[25]																	
	XHTML+SMIL animation[26]																	
XML	XHTML served as application/xhtml+xml[27]																	
	MathML[28]																	
Audio	Audio element (basic support)[29]																	
	Codec: mp3																	
	Codec: ogg																	
	Codec: wav																	
	Codec: aac-lic																	
	Codec: he-aac																	
	Audio mixing (ability to play more than one audio file at the same time)																	
	Audio API[31]																	
File System	FileReader API[32]																	
	File Interface (FileList and File)[34]																	
	URI Scheme																	
	Blob[35]																	
	Filesystem and FileWriter API[37]																	
WebGL	WebGL - 3D canvas graphics[38]																	
Web notifications	Web notifications[39]																	
Web URL Notifications	Web URL Notifications																	
Local Storage	Basic support[40]																	
Accessibility	WAI-ARIA Accessibility Features[41]																	
Web SQL	Web SQL database[43]																	
Microphone	Device API (Media Capture API)[44]																	
	Input type																	
Web workers	Basic support[45]																	
	Shared web workers																	
Websockets[47]	Basic support (using latest handshake)[48]																	
	Form validation																	
Forms	New HTML5 semantic elements[50]																	
	HTML5 form features (elements)[52]																	
Session history management[53]	Basic support																	
CSS3	position: fixed[56]		[57]	[57]														
	Overflow Scrolling																	
	Flexible Box Layout Module[58]																	
	CSS3 word-wrap[60]																	
	CSS inline-block[61]																	
	pointer-events (for HTML)[62]																	
	CSS 2.1 selectors[63]																	
	CSS min/max-width/height[64]																	
	CSS3 Box-sizing[65]																	
	rem (root em) units[66]																	
	CSS Table display[67]																	
	CSS generated content[68]																	
	CSS3 Opacity[69]																	
	CSS3 colors[70]																	
	CSS3 Media Queries (width, height, device-width, device-height)[71]																	
	CSS3 Device Adaptation (@Viewport)																	
	CSS Multiple Backgrounds[73]																	
	CSS3 Border-radius (rounded corners)[74]																	
	querySelector/querySelectorAll[75]																	
	CSS3 Transforms[76]																	
	CSS3 Box-shadow[78]																	
	CSS3 background-image options[79]																	
	CSS Text-shadow[80]																	
	CSS3 Multiple column layout[81]																	

For reference to this research, visit coremob.org.

1. Matt Kelly:

A red background means that the spec is unofficial (not in the W3C)

2. Matt Kelly:

Green means supported, red means not supported, yellow means partial support (hover over the cell to view details).

3. Matt Kelly:

Method of generating fast, dynamic graphics using JavaScript

4. Matt Kelly:

Rumored, but not confirmed

5. Matt Kelly:

Method of playing videos on webpages (without requiring a plug-in)

6. Matt Kelly:

The Android browser (before 2.3) requires specific handling to run the video element.

7. Matt Kelly:

The Android 2.3 browser currently requires specific handling to play videos.

8. Tomomi Imura:

The HTML5 specification does not specify a particular streaming method.

The HTML5 specification does not specify a particular streaming method. It is expected that HTTP 1.1 progressive streaming is at least supported. Adaptive/live streaming may be supported as a UA extension. For an example, see the HTTP Live Streaming Overview from Apple.

URL: <https://developer.apple.com/library/ios/#documentation/NetworkingInternet/Conceptual/StreamingMediaGuide/StreamingMediaGuide.pdf>

9. Tomomi Imura:

The HTML5 specification does not specify a particular digital rights management (DRM) method. It is expected that videos with no DRM are at least supported. DRM may be supported as a UA extension.

10. Matt Kelly:

Method of displaying fonts downloaded from websites

11. Matt Kelly:

Safari for iOS 4.1 and below only supports SVG fonts.

12. Tomomi Imura:

@font-face is supported only by desktop IE9, not mobile IE9

13. Matt Kelly:

Support for the TrueType (.ttf) and OpenType (.otf) outline font formats in @font-face.

14. Tomomi Imura:

This is supported only by desktop IE9, not mobile IE9

15. Matt Kelly:

Compressed TrueType/OpenType font that contains information about the font's source.

16. Matt Kelly:

Type of font that can be derived from a regular font, allowing small files and legal use of high-quality fonts. Usage is restricted by the file being tied to the website

Proposal by Microsoft, being considered for W3C standardization.

17. Matt Kelly:

Method of sending information from a page on one domain to a page on a different one (using postMessage)

18. Matt Kelly:

Method of performing XMLHttpRequests across domains

19. Tomomi Imura:

Basic CORS is supported, however, custom header is not supported.

20. Matt Kelly:

Method of continuously sending data from a server to the browser, rather than repeatedly requesting it (EventSource interface, used to fall under HTML5)

21. Tomomi Imura:

sms and mmsto schemes are not supported.

22. Matt Kelly:

Like animated GIFs, but allowing 24-bit colors and alpha transparency

Note: Where support for APNG is missing, only the first frame is displayed

23. Matt Kelly:

Method of embedding images and other files in webpages as a string of text

24. Tomomi Imura:

Data is limited to 4GB.(http://msdn.microsoft.com/en-us/ie/hh410109#_DataUR)

25. Matt Kelly:

Semi-transparent areas in PNG files

26. Matt Kelly:

Method of using SMIL animation in web pages

Note: Internet Explorer supports the W3C proposal HTML+TIME, which is largely the same as XHTML+SMIL

27. Matt Kelly:

A strict form of HTML, and allows embedding of other XML languages

28. Matt Kelly:

An XML language that allows mathematical formulas and notations to be written on web pages.

29. Matt Kelly:

Method of playing sound on webpages (without requiring a plug-in)

30. Tomomi Imura:

IE10 Mobile has more codec support than the desktop or Win8 RT version. Also, the error UI (for unsupported formats) is different. On mobile, the error message doesn't appear until a user presses play button, unlike the desktop version.

Desktop: <http://sdrv.ms/RRTxnE>

Mobile: <http://sdrv.ms/TD7gLe>

31. Matt Kelly:

High-level JavaScript API for processing and synthesizing audio

Note: Current support in Gecko/WebKit is based on two different proposals.

32. Matt Kelly:

Method of reading the contents of a File or Blob object into memory

33. Tomomi Imura:

input type 'file' are currently disabled for mobile

34. Matt Kelly:

The ability to get file names, timestamps, etc that are stored on the device.

35. Matt Kelly:

Method of creating URL handles to the specified File or Blob object.

36. Tomomi Imura:

with webkit prefix

37. Matt Kelly:

Method of reading and writing files to a sandboxed file system.

38. Matt Kelly:

Method of generating dynamic 3D graphics using JavaScript, accelerated through hardware

39. Matt Kelly:

Method of alerting the user outside of a web page by displaying notifications (that do not require interaction by the user).

40. Matt Kelly:

Method of storing data locally like cookies, but for larger amounts of data (sessionStorage and localStorage, used to fall under HTML5).

41. Matt Kelly:

Method of providing ways for people with disabilities to use dynamic web content and web applications.

42. Tomomi Imura:

There is no accessibility support feature, such as screen reader on mobile. (supported by the desktop IE9).

43. Matt Kelly:

Method of storing data client-side, allows Sqlite database queries for access and manipulation

Note: The Web SQL Database specification is no longer being maintained and support may be dropped in future versions.

44. Matt Kelly:

Uses the input tag

45. Matt Kelly:

Method of running scripts in the background, isolated from the web page

46. Tomomi Imura:

unsupported due to privacy concerns.

<http://blogs.msdn.com/b/ie/archive/2011/07/01/web-workers-in-ie10-background-javascript-makes-web-apps-faster.aspx>

47. Matt Kelly:

Bidirectional communication technology for web apps

48. Matt Kelly:

Note that ports 80 and 443 should not be blocked

49. Matt Kelly:

Partial support refers to the websockets implementation using an older version of the protocol and/or the implementation being disabled by default (due to security issues with the older protocol).

50. Matt Kelly:

HTML5 offers some new elements, primarily for semantic purposes. The elements include: section, article, aside, hgroup, header, footer, nav, figure, figcaption, time, mark.

Partial support refers to missing the default styling. This is easily taken care of by using display:block for all new elements (except time and mark, these should be display:inline anyway).

51. Tomomi Imura:

<time> unsupported

52. Matt Kelly:

Expanded form options, including things like date pickers, sliders, validation, placeholders and multiple file uploads. Previously known as "Web forms 2.0".

53. Matt Kelly:

Method of manipulating the user's browser's session history in JavaScript using history.pushState, history.replaceState and the popstate event

54. Matt Kelly:

Older iOS versions claim support, but implementation is too buggy to be useful.

55. Tomomi Imura:

buggy on the current build, but fixed in the latest build

56. Matt Kelly:

Method of keeping an element in a fixed location regardless of scroll position

57. Matt Kelly:

Only works in Android 2.2+ by using the following meta tag: `<meta name="viewport" content="width=device-width, user-scalable=no">`

58. Matt Kelly:

Method of positioning elements in horizontal or vertical stacks.

59. Tomomi Imura:

requires -ms- prefix

60. Matt Kelly:

Allows lines to be broken within words if an otherwise unbreakable string is too long to fit.

61. Matt Kelly:

Method of displaying an element as a block while flowing it with text.

62. Matt Kelly:

This CSS property, when set to "none" allows elements to not receive hover/click events, instead the event will occur on anything behind it.

Note: Already part of the SVG specification, and all SVG-supporting browsers appear to support the property on SVG elements.

63. Matt Kelly:

Allows more accurate element selecting, using `>`, `+`, `[attr]`, `:first-child`, etc.

64. Matt Kelly:

Method of setting a minimum or maximum width or height to an element.

65. Matt Kelly:

Method of specifying whether or not an element's borders and padding should be included in size units

66. Matt Kelly:

Type of unit similar to "em", but relative only to the root element, not any parent element. Thus compounding does not occur as it does with "em" units.

67. Matt Kelly:

Method of displaying elements as tables, rows, and cells

68. Matt Kelly:

Method of displaying text or images before or after the given element's contents using the `:before` and `:after` pseudo-elements

69. Matt Kelly:
Method of setting the transparency level of an element

70. Matt Kelly:
Method of describing colors using Hue, Saturation and Lightness (hsl()) rather than just RGB, as well as allowing alpha-transparency with rgba() and hsla().

71. Matt Kelly:
Method of applying styles based on media information. Includes things like page and device dimensions

72. Tomomi Imura:
requires -ms prefix.
some descriptors don't seem to be supported (e.g. zoom)

73. Matt Kelly:
Method of using multiple images as a background

74. Matt Kelly:
Method of making the border corners round

75. Matt Kelly:
Method of accessing DOM elements using CSS selectors

76. Matt Kelly:
Method of transforming an element including rotating, scaling, etc.

77. Tomomi Imura:
No prefix :-)

78. Matt Kelly:
Method of displaying an inner or outer shadow effect to elements

79. Matt Kelly:
New properties to affect background images, including background-clip, background-origin and background-size

80. Matt Kelly:
Method of applying one or more shadow or blur effects to text

81. Matt Kelly:
Method of flowing information in multiple columns

82. Matt Kelly:
Method of defining a linear or radial color gradient as a CSS image.

83. Matt Kelly:
Simple method of animating certain properties of an element

84. Matt Kelly:
Complex method of animating certain properties of an element

85. Matt Kelly:
Method of using images for borders

86. Matt Kelly:
Partial support refers to supporting the shorthand syntax, but not the individual properties (border-image-source, border-image-slice, etc)

87. Matt Kelly:
Method of transforming an element in the third dimension

88. Tomomi Imura:
requires -ms prefix

89. Matt Kelly:
Method of allowing calculated values for length units, i.e. width: calc(100%-3em)

90. Matt Kelly:
Method of specifying how an object (image or video) should fit inside its box. object-fit options include "contain" (fit according to aspect ratio), "fill" (stretches object to fill) and "cover" (overflows box but maintains ratio), where object-position allows the object to be repositioned like background-image does.

91. Matt Kelly:
Method of using a grid concept to lay out content, providing a mechanism for authors to divide available space for lay out into columns and rows using a set of predictable sizing behaviors

92. Tomomi Imura:
with -ms- prefix

93. Matt Kelly:
Method of flowing content into multiple elements.

94. Tomomi Imura:

-ms- prefix required

95. Matt Kelly:

(unofficial spec)

Append ellipsis when text overflows its containing element

96. Matt Kelly:

Method of using HTML5 Canvas as a background image

Note: Proposal by Webkit, being considered for W3C standardization. A similar effect can be achieved in Firefox 4+ using the `-moz-element()` background property

97. Matt Kelly:

Method of displaying a reflection of an element

Note: Proposal by Webkit, being considered for W3C standardization. Similar effect can be achieved in Firefox 4+ using the `-moz-element()` background property

98. Matt Kelly:

Method of declaring the outline (stroke) width and color for text.

Note: Does not yet appear in any W3C specification. Works in Android 3 emulator, but not the tested device.

99. Matt Kelly:

Method of displaying part of an element, using a selected image as a mask

Note: Proposal by Webkit, being considered for W3C standardization.

100. Matt Kelly:

Method of registering when, where and how the interface is touched, for devices with a touch screen. These DOM events are similar to `mousedown`, `mousemove`, etc.

101. Matt Kelly:

Method of easily dragging and dropping elements on a page, requiring minimal JavaScript.

102. Tomomi Imura:

"supported" but does not work on mobile

103. Matt Kelly:

Lots of patent issues, so choosing to leave this to JavaScript frameworks.

104. Matt Kelly:

Method of defining web page files to be cached using a cache manifest file, allowing them to work offline on subsequent visits to the page

105. Matt Kelly:

Method of converting JavaScript objects to JSON strings and JSON back to objects using `JSON.stringify()` and `JSON.parse()`

106. Matt Kelly:

Event triggered in JavaScript when the URL's hash has changed (for example: `page.html#foo` to `page.html#bar`)

107. Matt Kelly:

<http://blogs.msdn.com/b/ie/archive/2011/07/08/using-pc-hardware-more-efficiently-in-html5-new-web-performance-apis-part-2.aspx>

108. Matt Kelly:

`requestAnimationFrame`

109. Matt Kelly:

JavaScript typed arrays provide a mechanism for accessing raw binary data much more efficiently.

110. Matt Kelly:

Method of accessing DOM elements by class name

111. Matt Kelly:

Method of testing whether or not a DOM element matches a given selector.

112. Tomomi Imura:

requires `ms` prefix as `msMatchesSelector`

113. Matt Kelly:

The boolean `async` attribute on script elements allows the external JavaScript file to run when it's available, without delaying page load first.

114. Matt Kelly:

The boolean `defer` attribute on script elements allows the external JavaScript file to run when the DOM is loaded, without delaying page load first.

115. Matt Kelly:

Method of easily manipulating classes on elements, using the `DOMTokenList` object.

116. Matt Kelly:

Adds more functionality to AJAX requests like file uploads, transfer progress information and the ability to send form data.

117. Matt Kelly:

API for accessing timing information related to navigation and elements.

118. Tomomi Imura:

This is a "supported" feature, however, the browser fails to open a dialog.

119. Tomomi Imura:

disabled in mobile because there's no good use-case

120. Matt Kelly:

Method of storing data client-side, allows indexed database queries. Previously known as WebSimpleDB API.

121. Matt Kelly:

Method of displaying basic Vector Graphics features using the embed or object elements

122. Matt Kelly:

Method of displaying SVG images in HTML using

123. Matt Kelly:

Partial support in Safari 3.2 refers to buggy behavior with certain SVG images.

124. Matt Kelly:

Method of using SVG images as CSS backgrounds

125. Matt Kelly:

Incomplete support by webkit refers to limitations on the conditions.

126. Matt Kelly:

Method of using SVG transforms, filters, etc on HTML elements using either CSS (unofficial) or the foreignObject element

127. Matt Kelly:

Partial support refers to lack of filter support or buggy result from effects. CSS method is a proposal by Mozilla, being considered for W3C standardization

128. Matt Kelly:

Method of using photoshop-like effects on SVG objects including blurring and color manipulation.

129. Matt Kelly:

Method of using SVG tags directly in HTML documents. Requires HTML5 parser.

130. Matt Kelly:

Method of using animation elements to animate SVG images

131. Matt Kelly:

Method of using fonts defined as SVG shapes

132. Tomomi Imura:

type=file is disabled on mobile

133. Tomomi Imura:
works on desktop IE10 but fails on Mobile

134. Tomomi Imura:
works only on desktop

135. Tomomi Imura:
supported, however, there's no step-wise increment/decrement UI (type="number" UI is not available).

However you can increment values with javascript using stepUp() and stepDown() methods with <input type=range>. (bug filed for <input type=number> on Nov. 7)

136. Matt Kelly:
Method of making any HTML element editable

137. Tomomi Imura:
contenteditable is supported on desktop, but failing on mobile.

138. Matt Kelly:
Method of applying and accessing custom data to elements.