Writing A Web Extension For Firefox

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This presentation lightly introduces how to write a web extension for the Firefox browser. The purpose of our simple extension is to modify the results of a search engine.

The extension was developed because I was suitably annoyed at search engine results that included tracking mechanisms on the result URLs. These mechanisms first appeared in version 100 of the Firefox browser.

I have no idea why the version of Firefox is relevant to the inclusion or exclusion of tracking mechanisms within search results.

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1 Technologies

Technologies used in this demonstration are:

- Firefox web browser.
- Existing Web Extensions from Mozilla.
- Javascript language.
- Text editor.

The Chrome browser is ignored because I don't use it.

2 Preamble - My World Wide Web World View

I run most web browsers with client side scripting disabled. That is, Javascript is turned off. I use a web extension called NoScript to have a reasonably flexible way to enable Javascript as needed. I also use uBlock Origin in its default state for blocking advertisements. I do this because it makes the web less astonishing and more calm. Safer as well, because some downloaded javascript programs can be malicious.

Within this world view, my search engines are also denied Javascript, which can be a challenge. Note that I use Duckduckgo.com as my default search engine.

Figure 1 shows what a DuckDuckGo (DDG) query looks like with no restrictions, i.e. Javascript enabled, and uBlock Origin disabled for it:

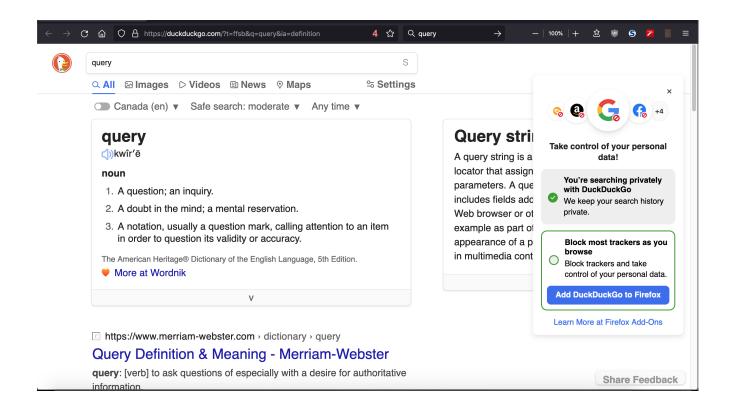


Figure 1: View of DuckDuckGo's unrestricted search results

Compare this to figure 2, a DDG query without Javascript and uBlock Origin's default protections:

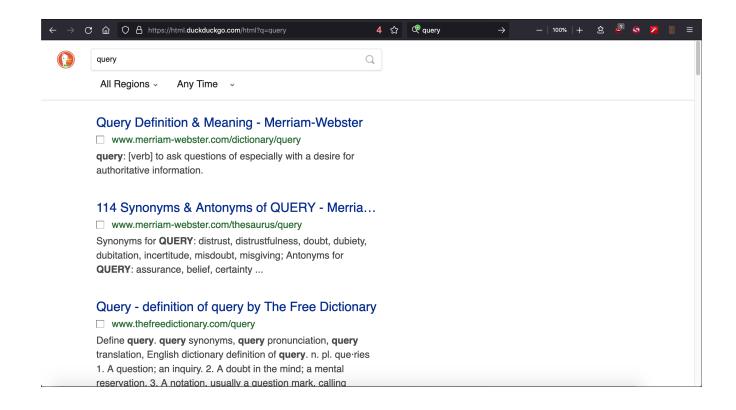


Figure 2: View of DuckDuckGo's restricted search results

It is notable that there was a brief transition screen before the non-Javascript DDG results were displayed, shown in figure 3.

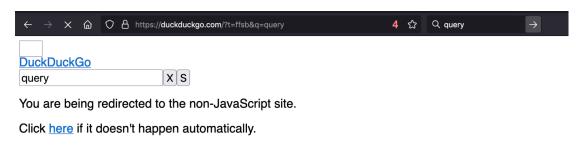


Figure 3: View of DuckDuckGo's non-javascript transition screen

What does all this have to do with writing a web extension, I hear you ask?

Well, since the release of version 100 and later of Firefox, DuckDuckGo now places a tracking redirection in their result URLs.

This is what the URL status bar shows when the mouse is hovering over a tracked result URL link. It is a very small font, so use your PDF document reader's magnification (about 400% should be good) to see it clearly.

Figure 4: Status bar showing result URL tracking mechanism

https://duckduckgo.com/l/?uddg=https://www.merriam-webster.com/thesaurus/query&rut=66c8bb5f46658e279689faf1bff12d1ad62af1d4de7de02d4abf640f7eaaa437

Here's what trying to copy and paste it looks like (modified to fit on more than one line):

https://duckduckgo.com/1/?uddg= https%3A%2F%2Fwww.merriam%2Dwebster.com%2Fthesaurus%2Fquery &rut=66c8bb5f46658e279689faf1bff12d1ad62af1d4de7de02d4abf640f7eaaa437

The use of URL encoding, i.e. the %2F and friends, is standard in a query string, but also makes it very difficult to attempt to thwart the tracking by trying to extract just the middle portion of the results.

This is where I got annoyed.

3 Vexation As A Motivating Force

Having an upgraded version of Firefox that now facilitates DDG's tracking mechanisms left me in a bit of a pickle. It is not easy to downgrade software these days, especially when it auto-updates.

There are a couple of ways to deal with this.

- 1. Install a web extension that modifies the browser's User Agent string, which tells the DuckDuckGo servers that a version of Firefox less than 100 is in use.
- 2. Create a web extension that re-writes DDG's result URLs and strips the tracking mechanism.

Both of these are equally valid solutions.

4 User Agent String Manipulation

This wasn't a solution initially, since I hadn't realized that the tracking mechanism was Firefox version related. In fact, it took me a while to determine why I was seeing the tracking URLs on my Windows system, but not my other systems. Turns out the other systems all had extended support releases (ESR) of Firefox that were pre-100 or just older versions. Once I updated them to 100+ versions, they showed the tracking mechanism.

To find out the version cutoff, I installed a user agent switcher from Mozilla's add-on store named User Agent Switcher and Manager (UAS). Figure 5 shows the add-ons manager with the Find more add-ons search box filled in.

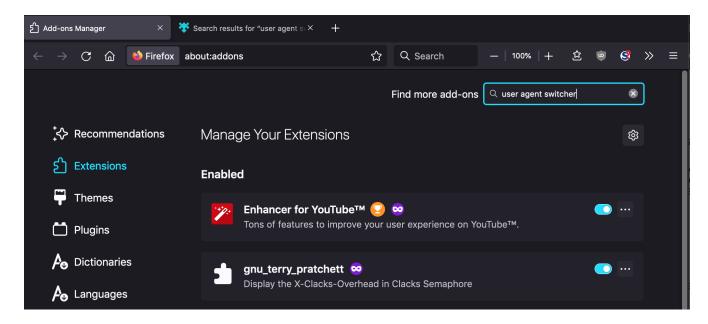


Figure 5: Firefox Add-on Manager search for user agent switcher

Figure 6 shows the results with a recommended add-on at the top of the search results.

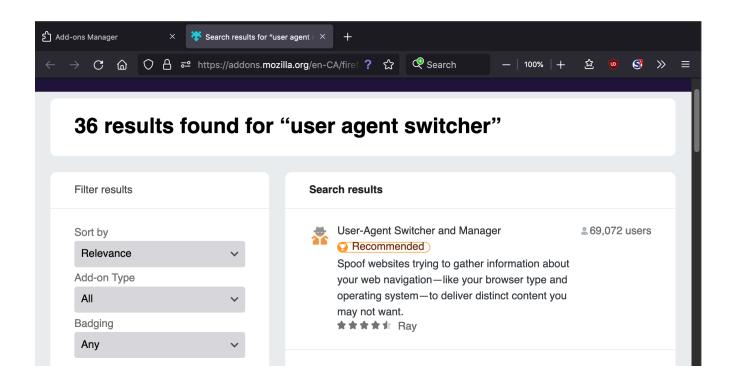


Figure 6: User agent switcher search results

Figure 7 shows the User Agent Switcher and Manager by Ray add-on entry page.

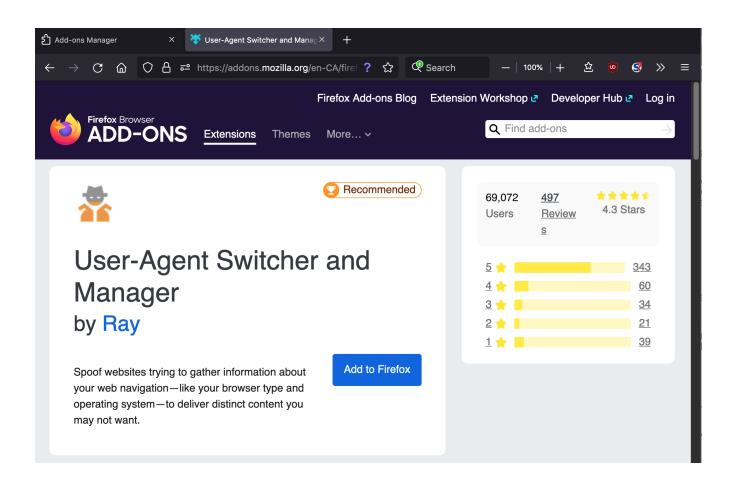


Figure 7: User Agent Switcher and Manager add-on entry

Figure 8 shows the results of clicking the Add to Firefox button and the permissions notice.

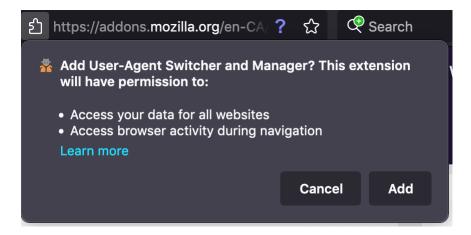


Figure 8: User Agent Switcher and Manager Permissions

Figure 9 shows the prompt to allow the extension to work in private windows.

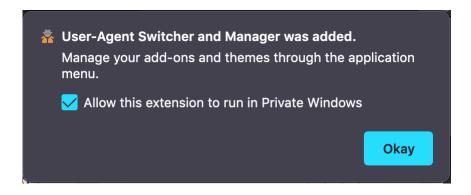


Figure 9: User Agent Switcher Allow in Private Windows

Figure 10 shows that UAS is off by default.

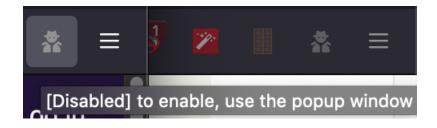


Figure 10: User Agent Switcher disabled by default

Figure 11 shows the currently installed Firefox version.

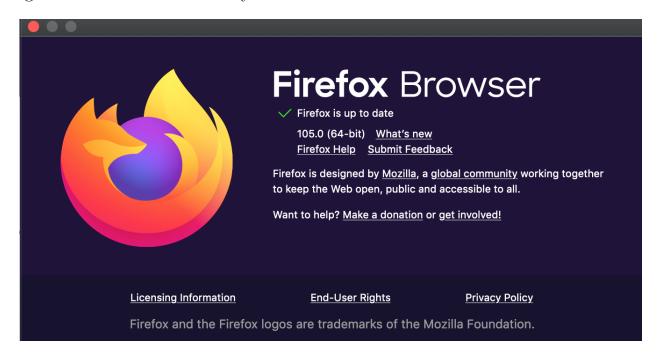


Figure 11: Installed Firefox Version

Figure 12 shows setting the user agent to Firefox version 99. We seem to have to

click both the Apply (container on wndow) and Apply (container) buttons (don't know the difference between the two).

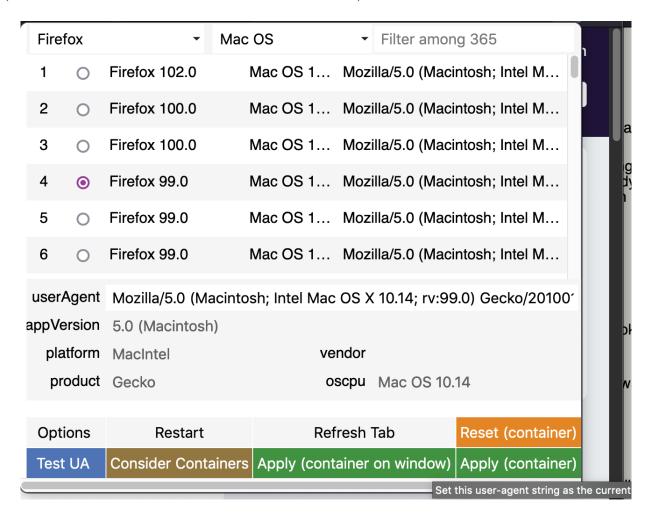


Figure 12: UAS setting Firefox version 99 on Mac OS

Figure 13 shows UAS reporting the user agent as Firefox version 99.

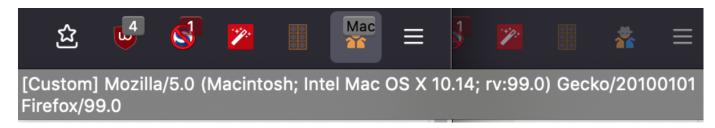


Figure 13: **H**overing over UAS toolbar button shows user agent for Firefox 99 in use

Figure 14 shows the search results without tracking components for Firefox version 99 (look closely at the status bar).

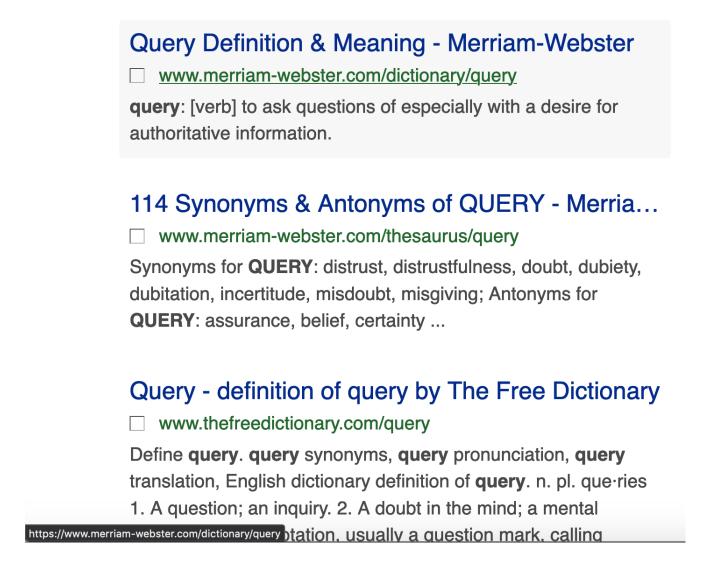


Figure 14: Search results without tracking components for Firefox version 99

Figure 15 shows UAS reporting the user agent as Firefox version 100.



Figure 15: Hovering over UAS toolbar button shows user agent for Firefox 100 in use

Figure 16 shows the search results **with** tracking components for Firefox version 100 (look closely at the status bar).

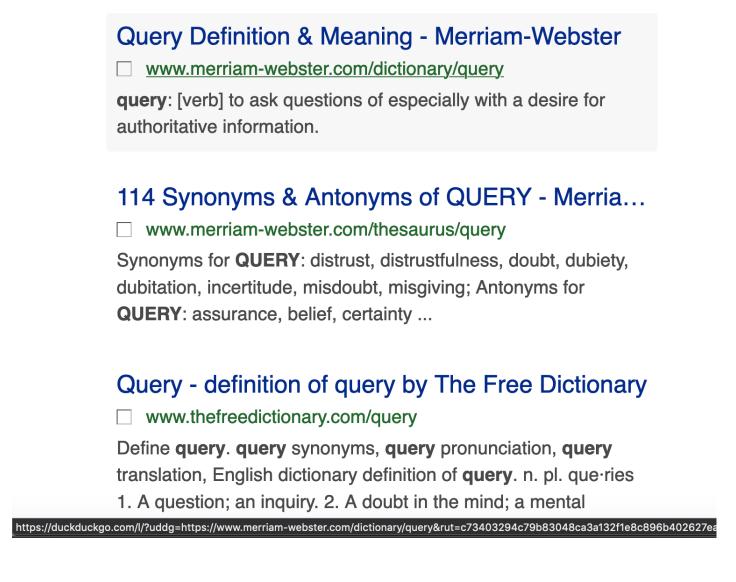


Figure 16: Search results with tracking components for Firefox version 100

One issue with this method is that it may affect how other, non-related web sites react to your browser having a different version. Unintended consequences are very possible.

5 Creating a Web Extension to Modify Result URLs

We are going to be creating files and writing code, so we need a place to work:

[fruit:~/dev] student% pwd /Users/student/dev

[fruit:~/dev] student% mkdir -p extension/badduck

[fruit:~/dev] student% cd !\$

cd extension/badduck

[fruit: ~/dev/extension/badduck] student%

There are a number of moving parts in a web extension. We're only covering a small portion of them, which is enough to do what I want. The two portions we need are:

- 1. a text file named manifest.json
- 2. a content script named badduck.js

The main starting point to learning how to write an extension is at the Mozilla developer network:

Your first extension - Mozilla — MDN

The documentation is very well written, and allows for a step-by-step extension writing experience.

5.1 manifest.json

This file is the main management file for an extension. It contains what functions the extension is to perform, on what web sites it performs them, and other things such as identification strings.

[fruit: ~/dev/extension/badduck] student% cat manifest.json

{

The manifest_version key states that this is a version 2 manifest. The manifest version represents a set of rules or standards that extensions and various application programming interfaces (API) abide by. There is a newer version 3 coming, which is purportedly stricter in what it'll allow extension developers to create.

The name key is a string value and stores the name of the extension.

The **version** key is a value maintained by the extension programmer and stores the version of the extension.

The description key is a string value and stores the description of the extension.

The icons key is commented out (by using //, the single line commenting symbol in javascript), since it is optional and I did not create an icon.

The content_scripts section describes what web sites to match and what javascript code to run within them. There are a number of rules about how the matches work.

The matches subkey of content_scripts indicates what web sites the extension should activate on.

The js subkey of content_scripts indicates what javascript code file should

inserted into the matched web site and executed.

There are many other things that can be put into the manifest such as:

- browser specific settings for identification
- browser actions, which are toolbar buttons for your extension
- permissions
- lists of files to be made available to web pages, such as images
- HTML code snippets that pop-up to allow for user interaction (with CSS and javascript)
- background scripts

See manifest.json - Mozilla — MDN for more.

5.2 Content Script badduck.js

Our content_script is written in, holds nose, javascript. This script is injected into the web pages that match the matches keyword in the manifest file. It runs after the page is loaded, as far as i can tell.

```
[fruit:~/dev/extension/badduck] student% cat badduck.js

// Find result__urls and split out the actual site of interest.

// Remind us that we have an extension altering the page.
document.body.style.border = "5px solid red";

console.log("bad duck");

// For easy maintenance, put these in variables
const resultUrlClassName = "result__url";
const splitResultURLOnLeft = "uddg=";
const splitResultURLOnRight = "&rut=";

var vtg_resultURL_list = document.getElementsByClassName(resultUrlClassName);
console.log(vtg_resultURL_list);

// There are a lot of results on the page, so we loop through them all.
```

```
for (let vtgUrl of vtg_resultURL_list) {
  console.log("vtgUrl.href = " + vtgUrl.href);
 // The vtgURL.href contains the ugly tracking mechanism.
 // We split it twice, once on the left, to clear out the
 // duckduckgo.com portion.
 // Note the .split() function returns an array, here of two elements.
 let splitOnLeftTwoElementArray = vtgUrl.href.split(splitResultURLOnLeft, 2);
  console.log("splitOnLeftTwoElementArray = " + splitOnLeftTwoElementArray);
 // Check that we got two pieces back.
  if (splitOnLeftTwoElementArray.length == 2) {
   // We ignore the first element of the split left array, which was
    // the duckduckgo.com portion.
    // The second element contains the search result link that
    // we want, but it is URL encoded (the %3E style of thing), which
    // we must decode.
    let afterSplitLeftDecodedString =
        decodeURIComponent(splitOnLeftTwoElementArray[1]);
    // Now we can split the right part of the remaining decoded search result.
    // This is the tracking gibberish including the 'rut=' portion.
    // We also get an array from this split.
    let splitOnRightTwoElementArray =
        afterSplitLeftDecodedString.split(splitResultURLOnRight, 2);
    console.log("splitOnRightTwoElementArray = " + splitOnRightTwoElementArray);
    // The desired, corrected URL is the first element of the split on right array,
    // so we replace the original result href with our cleaned up one.
    vtgUrl.href = splitOnRightTwoElementArray[0];
 } else {
    console.log("split array 1 failed, not 2 elements.");
 console.log("end vtgUrl.href = " + vtgUrl.href);
```

Now that we've got our script written, we can load it into the browser. Of course, the script was written in an iterative manner, starting very small and reloading the script over and over again while testing. The reload mechanism can be seen later in figure 20.

5.3 Load An Extension Temporarily - about:debugging

This is one of the ways to load a temporary extension and is described in about:debugging - Firefox Source Docs documentation.

Figure 17 shows the about:debugging default screen.

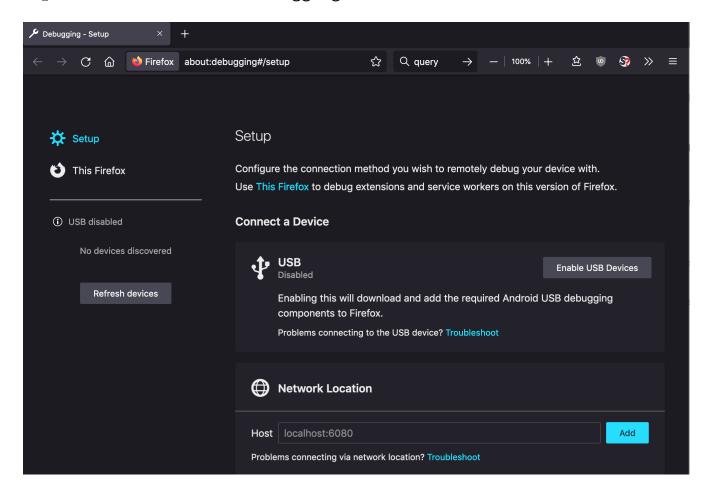


Figure 17: Bring up the debugging system by entering about:debugging in the URL bar

We want to click on the This Firefox item on the left.

Figure 18 shows the This Firefox screen of the about:debugging page.

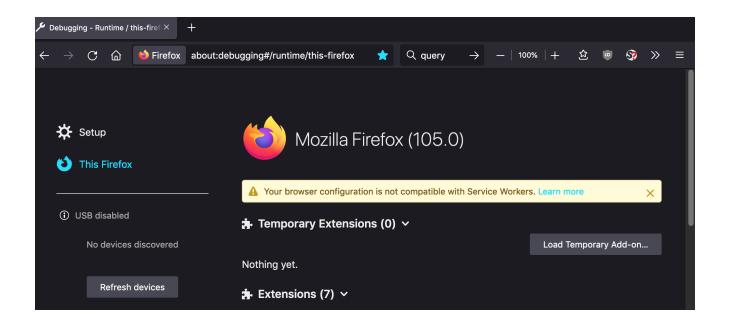


Figure 18: Clicking the This Firefox item brings up an temporary extension management screen

We can now click the Load Temporary Add-on... button to activate a file picker dialog, wherein we navigate to our extension/badduck folder and select the manifest.json file.

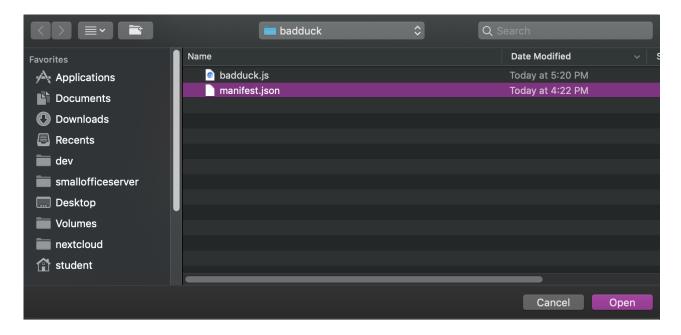


Figure 19: File picker to select manifest.json file

This will load the extension, which remains in use until the browser is closed / restarted.

Figure 20 shows the details of our badduck extension.

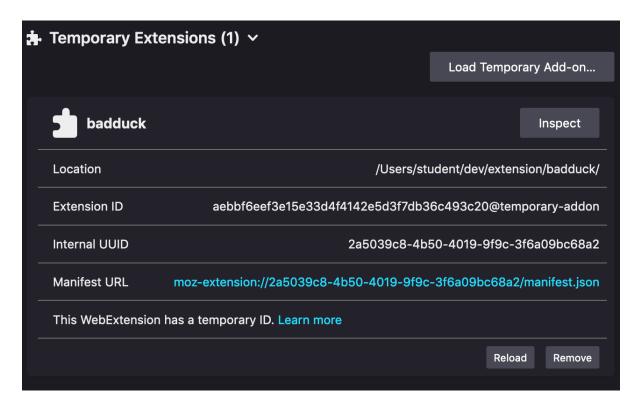


Figure 20: The temporary extension has been loaded

One quick thing to note, is that since my browser windows always open in private browsing mode, we have to enable the extension to work in private windows. Extensions, by default, do not work in private windows.

To do this, we have to open the Add-ons and Themes settings page.

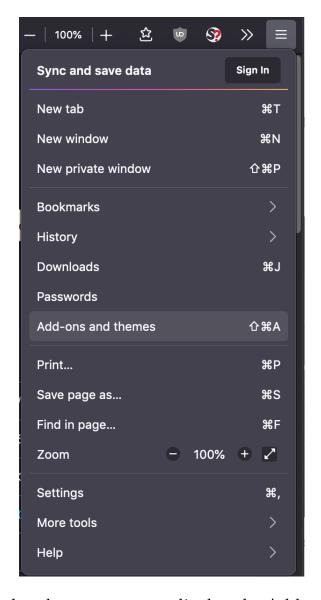


Figure 21: Using the hamburger menu to display the Add-ons and themes control $\,$

The Add-ons Manager comes up, which shows us our new, temporary extension.

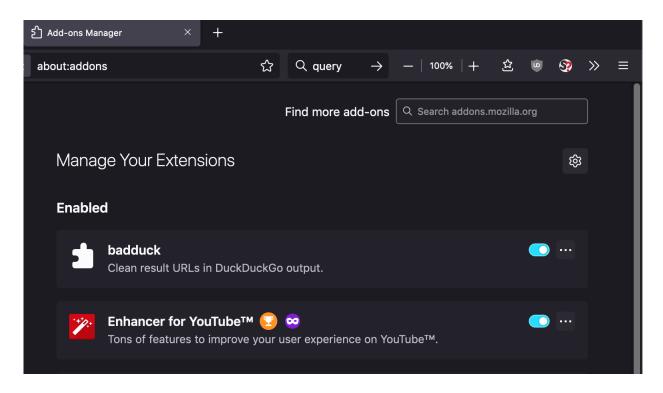


Figure 22: Add-ons Manager showing our temporary extension

Clicking on the badduck extension listing brings up its details where we can enable its use in private browsing.

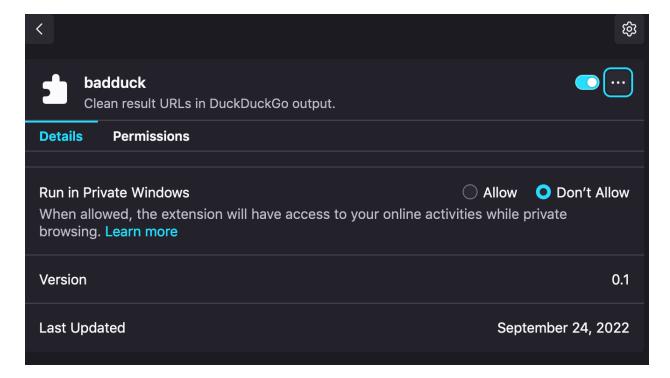


Figure 23: Temporary extension without private window permission

Click the Allow radio button to enable the extension for private browsing.

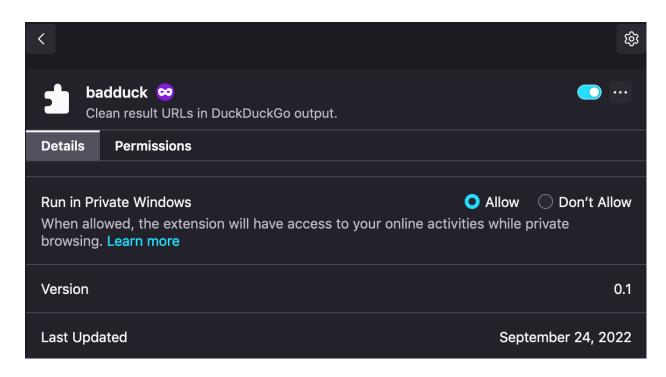


Figure 24: Allowing the temporary extension to work in private windows

We should now be able to test our extension with a search. We want to make sure the search result has a red border to indicate the extension is functioning at a minimum.

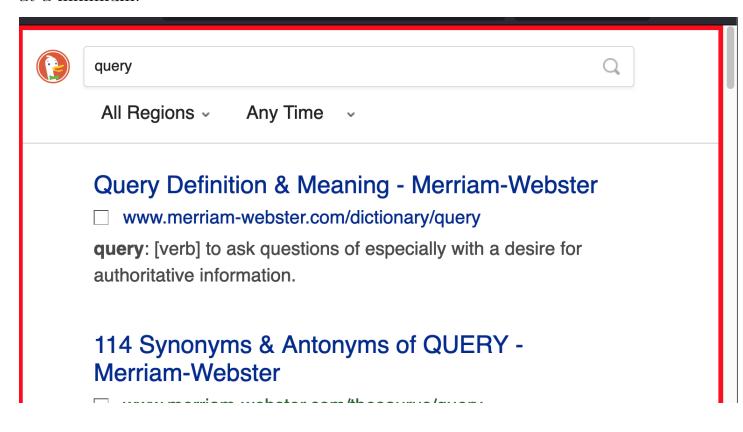


Figure 25: Search results showing our red border

Not visible in figure 25 are the cleaned result URLs, but they are present. Hovering over the title and then the HREF of a result set shows the difference.

5.4 Console Output

Sprinkled throughout the badduck.js script are calls to console.log(). These are the print statement equivalent for debugging during extension development.

We can access this log by opening the inspection panels via a right-click on the web page, as shown in figure 26

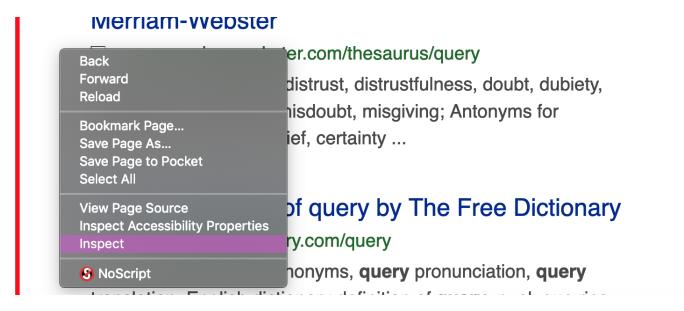


Figure 26: Activating the Inspect command to view logs

When the inspector opens, we have to select a few items to be able to see the log entries. The first is to click the Console selector; Console then click the Logs header:

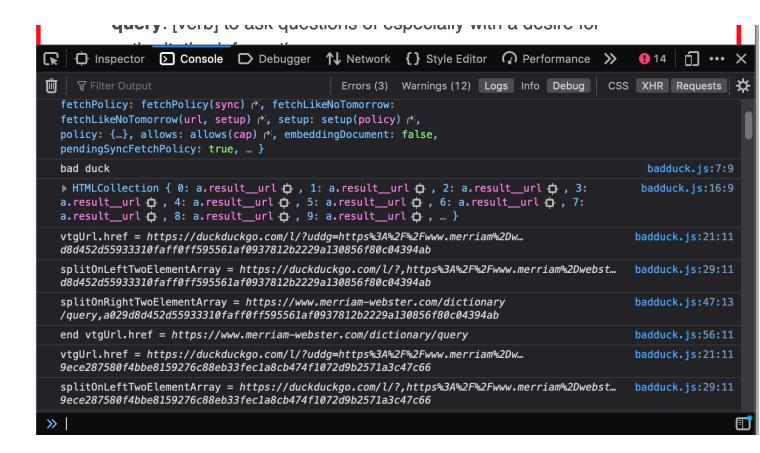


Figure 27: Activating the Inspect command to view logs

We can see our first bad duck print out, as well as our badduck.js filename in the right hand column. The rest of the output is our various logging statements for our arrays and split() commands.

6 Conclusion

It is very easy to get started writing an extension. I encourage you to try your hand at it.

I did not cover such things as publishing, getting a developer account and all the other stuff required to make an official extension.

I may look into how to make this extension more permanent, without requiring any account, but we'll see. It currently works and my browser stays open for long periods of time, so reloading once in a while is not a hardship.