

FireBreath Home

FireBreath is a framework that allows easy creation of powerful browser plugins. A plugin built on FireBreath works as an NPAPI plugin or as an ActiveX control (windows only) and support could be added for other plugin types built in C++ as well. Read [about our project](#) for details, or read below to get started quickly!

Note that development on FireBreath 1.x is limited to bug fixes only; [the FireBreath 2.0 branch needs a lot of support](#), so please help out where you can!

Getting Started with FireBreath 1.x

Welcome to all potential new users! Feel free to look around, read [about our project](#), and enjoy a world where creating browser plugins is actually easy.

Resources most likely to be of use to new users:

- [Downloads page](#) - Get the latest and greatest
- [Getting Started page](#) - Documentation and video tutorials for those just learning about FireBreath
- [Using FireBreath page](#) - Documentation for those who are using FireBreath and want to learn more
- [FireBreath Class Reference](#) - Reference documentation for every object or function you will be calling from your FireBreath plugin
- [Frequently Asked Questions](#)
- [Best Practices](#) - suggestions from the development team!
- [Tips and Tricks](#) - Useful tricks that haven't found a home elsewhere
- [FireBreath Issue Tracker](#) - If you have feature requests or bug reports, file them here!
- [Live Chat](#) - We're usually in the #firebreath IRC room which you can join from your web browser using this page!
- [StackOverflow](#) - Ask a question on StackOverflow with the tag "firebreath" and many firebreath developers and users will see it

NOTE: *All documentation on this website is in Wiki format and can be edited by any user! If the docs aren't clear, please help us fix them!*

If you find FireBreath to be useful, please help defray our server costs and support development! (While large sums are appreciated, even very small donations go a long way!) Another good way to support FireBreath development is to [purchase reference material recommended by the FireBreath team](#).

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Project Sponsors

Please take a minute to visit our sponsors! These are companies or projects that have contributed significantly to FireBreath either monetarily, with code, or with experience. These organizations are also using FireBreath in some way.

GradeCam

GradeCam employs the primary developer of FireBreath (Richard) and allows him to work on FireBreath when there aren't fires to put out for them. GradeCam has some really amazing technology that is hosted in a FireBreath plugin that is changing the way that teachers get feedback from students in the classroom.