
For Immediate Release

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Tinkerforge building blocks now controllable with web browser

Stukenbrock, April 10th 2014 - With the building blocks from Tinkerforge it is now possible to directly control hardware with modern web technologies

Controlling actuators and reading out data from sensors is a complex task in many programming environments. Especially apps for Android, iOS or Windows Phone are very hard to write.

With the new JavaScript Bindings from Tinkerforge it is now possible to control the Tinkerforge building blocks with JavaScript directly from the web browser. As a consequence it is possible to replace complex native applications with platform-independent web applications.

The already released JavaScript Bindings can be used server-side with Node.js as well as directly with a web browser. To allow the access of hardware by the web browser Tinkerforge extended the interfaces of the building blocks by WebSockets.

With the new interface it possible to directly access hardware with the help of modern web technologies. The web application can be loaded either locally or from the web. The access to the hardware always takes place through the local network, since the web browser can control the hardware directly with WebSockets.

This innovative approach causes one potential new attack vector. An attacker could try to get unauthorized access to the local Bricks and Bricklets through the internet by the web browser. To prohibit this Tinkerforge released a new authentication mechanism alongside the JavaScript Bindings. With authentication enabled only parties that know a predefined authentication secret can control Bricks and Bricklets.

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