

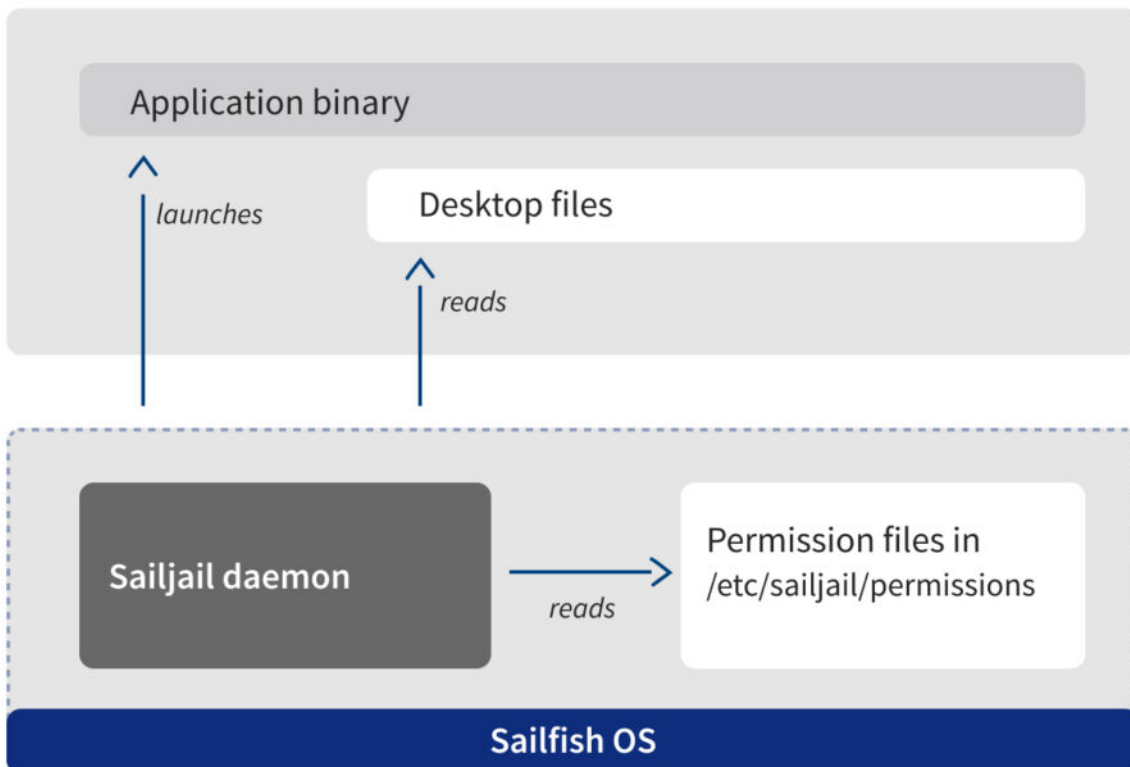
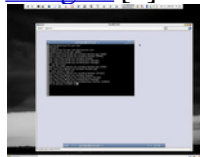
# What's up with Sandboxing?

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sandboxing. For the device user, the sandboxing is mostly visible in the permissions dialogs, displayed when a sandboxed app is run for the first time. In this blog post, I'll dig into the current status, our plans for the future, and what this all means for application developers.

In case you haven't heard about sandboxing in the context of Sailfish OS before, here's a short primer: the purpose of sandboxing is to improve user privacy, by limiting what applications can do. This is done using a security technology in the Linux kernel called namespaces. This is a lightweight but effective mechanism, which lets us define quite nicely which resources each app can use. All in all, the end result is that the device user is in charge of what resources each app can access.

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