

**From:** Thomas Steiner [REDACTED]  
**Sent on:** Saturday, February 5, 2022 10:37:55 PM  
**To:** Mobile Ecosystems <MobileEcosystems@cma.gov.uk>  
**Subject:** Regarding your interim report on the mobile app ecosystem

To whom it may concern,

I'm an employee of Google Germany, but also a hobbyist Web developer. Recently, I have built an application, SVGcode (<https://svgco.de/>), which I wanted to be performing well on all browsers, so I have put a lot of time and effort into making it as compatible and progressively enhanced as I could.

Unfortunately, Safari is the one browser that constantly requires the most hoops to get to the same baseline experience as on other browsers like Firefox, Edge, or Chrome.

For example, it does not offer proper installation support, so rather than use my built-in Install button, I need to hope my users are aware of the hidden away "Add to Home Screen" feature in Safari.

Another missing feature is OffscreenCanvas, which would greatly improve the app's performance, but as is, the performance on Safari leaves to be desired.

On macOS, I can just tell users that I have made the maximum effort to be compatible with all browsers, but if people wish to get the maximum performance, they are free to switch their browser to a one with the maximum amount of features supported.

On iOS and iPadOS, however, there is nothing I could tell my users, since even alternative browsers have to use WebKit's rendering engine under the hood. I do hope your legislation can help improve upon the situation and lift Apple's browser ban.

Respectfully yours,

Thomas Steiner  
[REDACTED]  
[REDACTED]  
[REDACTED]

P.S. While I am employed by Google, I am speaking in a personal capacity for my work as a hobbyist developer outside of Google.