

**From:** [REDACTED]  
**Sent on:** Tuesday, February 1, 2022 2:17:50 AM  
**To:** Mobile Ecosystems <MobileEcosystems@cma.gov.uk>  
**Subject:** iPhone / iPad / iOS browser ban

Hi

Am an independent software developer, and the browser engine ban on iOS is a gigantic problem

The Webkit engine, that is forced to power all "Browsers" on ios is far far far behind the engine that power Firefox or Chrome based browsers.

This has the effect of :

a) Holding up the entire web development world, as often developers have to limit their web apps "minimum common denominator" of features, and usually safari is way behind on features, and a better browser can't be installed

b) Often safari support is impossible due to missing features. On every other platform ( Mac OS included ) an app developer / organization can recommend to download Firefox or a Chrome based browser. This is not possible on iOS, preventing many apps even being able to run on iOS

c) The entire Mozilla non profit organization is hugely held back, as the enormous efforts they go to develop a browser engine are not possible to use on iOS. They have to use the inbuilt webkit, so very few users chose to use their browser, as it has no major benefit. If their own engine was allowed, they would gain a much larger market share, and would no longer have to lay off large numbers of staff, and could invest more into their own engine

d) The lack of browser choice is very bad for security. Once an iOS device no longer gets OS updates, it can still for many years install apps from the store. Webkit however is only updated with an OS update. Browser security flaws are discovered all the time. On any other platform, an alternate & secure browser can be installed for many years, independent of the OS updates, giving security for years longer. This can't be done on IOS due to the browser engine ban