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To: BrowsersAndCloud
Subject: iOS Browser Engine Ban

After Apple banned the Chrome app from using their own WebKit engine, the user experience dropped massively.

I still choose to use the Chrome browser because of the information sync across my other devices, but it's clear Apple have tried to make it as difficult as possible for people to stick with 3rd party browsers, but restricting features like Reader Mode.

Back when Chrome shipped with its own engine, performance and usability were both some much better.

We all know Google invest a lot more effort into their Chrome development & they have a world class security team, so if they are allowed to ship their own engine again, I'll feel a lot safer & more comfortable using the web from the iOS device.

On Apple's remarks about security, even if 3rd party engines contain bugs and forgetting about fix latency, because the user base for each browser / engine would be split, it would effectively make it a lot harder to exploit in the wild, especially with SMS/iMessage based attacks that we've been seeing a lot on the UK recently.

If everyone using iOS only has Safari in one way or another, you only need one kind of attack (0-day) that's guaranteed to work for everyone on iOS.