General information

Engine	Status[a]	Steward	License	Embedded in
WebKit	Active	Apple	GNU LGPL, BSD-style	Safari browser, plus all browsers for iOS;[3] GNOME Web
Blink	Active	Google	GNU LGPL, BSD-style	Google Chrome and all other Chromium-based browsers, notably Microsoft Edge, Brave, Vivaldi, Samsung Internet and Opera[4]
Gecko	Active	Mozilla	Mozilla Public	Firefox browser and Thunderbird email client
Goanna[b]	Active	M. C. Straver[6]	Mozilla Public	Pale Moon, Basilisk and K-Meleon browsers
Flow	Active	Ekioh[7]	Proprietary	Flow browser[8]
Trident[c]	Maintained	Microsoft	Proprietary	Internet Explorer browser
EdgeHTML	Maintained	Microsoft	Proprietary	some UWP apps;[10] formerly in the Edge browser[11]
KHTML	Maintained	KDE	GNU LGPL	Konqueror browser
Servo	Maintained	Linux Foundation	Mozilla Public	experimental browsers[12][13]
NetSurf[d]	Maintained	hobbyists[16]	GNU GPLv2	NetSurf browser[17]
LibWeb[e]	Maintained	hobbyists[19]	2-clause BSD	Ladybird browser[18]
Presto	Discontinued	Opera	Proprietary	formerly in the Opera browser

Support

These tables summarize what actively-developed[a] engines can support.

Operating systems

The operating systems that engines can run on without emulation.

Engine	Windows	macOS	iOS[3]	Android	Linux	BSD	Haiku
WebKit	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Blink	Yes	Yes	No	Yes	Yes	Yes	Yes
Gecko	Yes	Yes	No	Yes	Yes	Yes	No
Goanna	Yes	Yes[20]	No	No[21]	Yes	Yes	No
Flow[8]	Yes	Yes	No	Yes	Yes	No	No