

Bocoup actively participates at Ecma International, the W3C, and the WHATWG, developing new standards and advocating for inclusive workflows. We work on projects with browser implementers and embedders to improve web platform interoperability through specification authoring, shared test suites development and infrastructure maintenance.

As part of the OGC Testbed-16 program, we reviewed the proposals from the Maps for HTML Community Group. We found that the explainer and the technical specifications had fundamental issues and may need significant changes, but the Use Cases and Requirements document is very much on the right track.

We would like to focus on standardizing new primitives that benefit multiple constituencies for web map use cases, to enable a foundation for making web maps a first-class feature of the web platform.

One example of such a primitive is the panning and zooming interaction model. The lack of a native solution means web map implementations need to work against the browser and use techniques that have known performance problems (such as using non-passive mousewheel/touch event listeners to prevent normal scrolling).

We reported an issue for the CSS WG in July 2020 to consider adding panning and zooming as a new CSS primitive: <https://github.com/w3c/csswg-drafts/issues/5275>

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