Introduction

This Ecma Standard defines the Source map format, used for mapping transpiled source code back to the original sources.

The source map format has the following goals:

- Support source-level debugging allowing bidirectional mapping

- Support server-side stack trace deobfuscation

The canonical URL for the latest published source map standard is located at https://426.ecma-international.org/. The document at https://tc39.es/ecma426/ is the most accurate and up-to-date draft source map specification. It contains the content of the most recently published snapshot plus any modifications that will be included in the next snapshot.

If you want to get involved you will find more information at the specification repository.

The original source map format (v1) was created by Joseph Schorr for use by Closure Inspector to enable source-level debugging of optimized JavaScript code (although the format itself is language agnostic). However, as the size of the projects using source maps expanded, the verbosity of the format started to become a problem. The v2 format was created by trading some simplicity and flexibility to reduce the overall size of the source map. Even with the changes made with the v2 version of the format, the source map file size was limiting its usefulness. The v3 format is based on suggestions made by Pavel Podivilov (Google).

The source map format does not have version numbers anymore, and it is instead hard-coded to always be "3".

This Ecma Standard was developed by Technical Committee 39 and was adopted by the General Assembly of December 2024.