OffscreenCanvas

Andreas Hocevar, OpenLayers
mail@ahocevar.com
Improve rendering performance and avoid blocking the UI in OpenLayers
OpenLayers is a library for creating interactive maps on the web. It can display map tiles, vector data and markers loaded from any source on any web page.
The problem

Map generation and update process with async fetch/XHR

- load
- parse
- render
- interact
The problem

Map generation and update process with web workers

- load
- parse
- render
- interact
The solution

Eliminate UI blocking by moving the whole rendering pipeline into a worker.

With OffscreenCanvas!
The solution

Map generation and update process with OffscreenCanvas

load  parse  render  interact
So, why don’t we use this by default?
# Browser compatibility

Update compatibility data on GitHub

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<thead>
<tr>
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<th>Chrome</th>
<th>Edge</th>
<th>Firefox</th>
<th>Internet Explorer</th>
<th>Opera</th>
<th>Safari</th>
<th>Android webview</th>
<th>Chrome for Android</th>
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<th>Safari on iOS</th>
<th>Samsung Internet</th>
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</thead>
<tbody>
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Webkit & Gecko: Please implement OffscreenCanvas!
Thank you!