OffscreenCanvas

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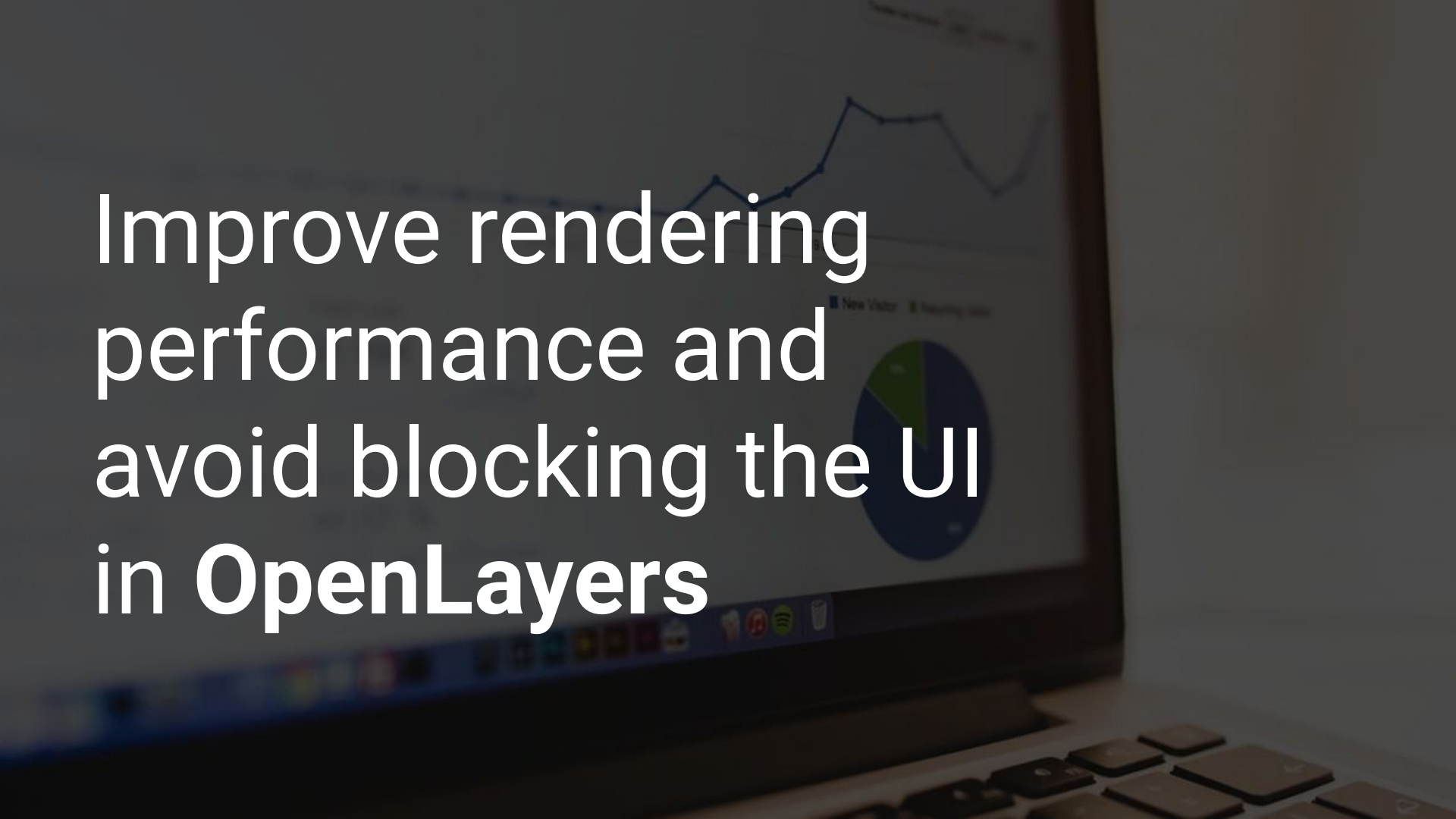
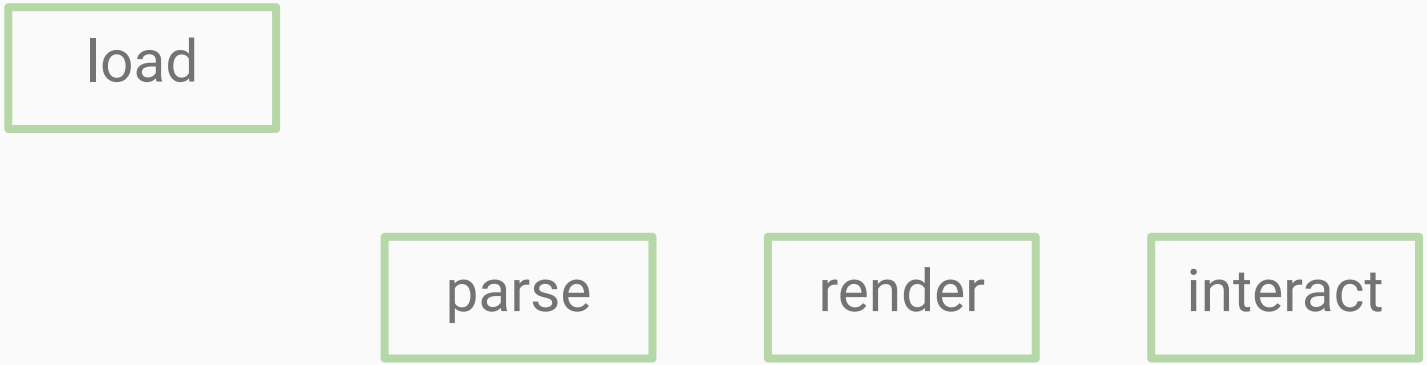


Improve rendering performance and avoid blocking the UI in **OpenLayers**

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.

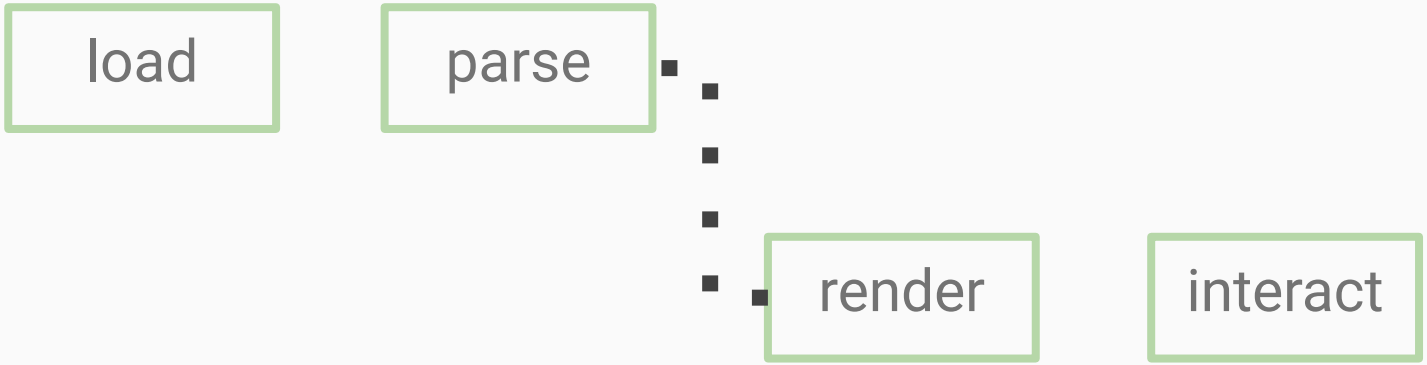
The problem

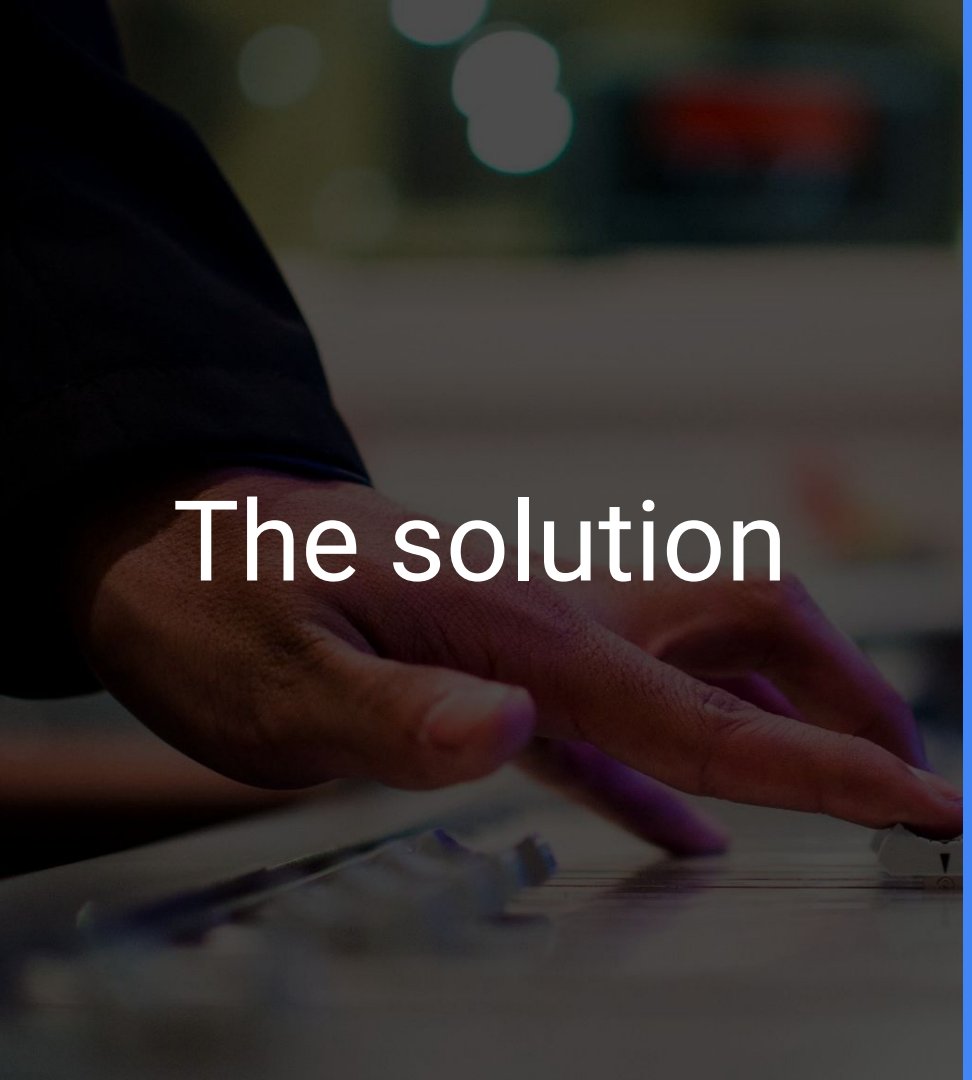
Map generation and update process with async fetch/XHR



The problem

Map generation and update process with web workers





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

Fara in Sabina
Anguillara
Sabazia
Monterotondo
Tivoli
Roma
Marino
Lido di Ostia
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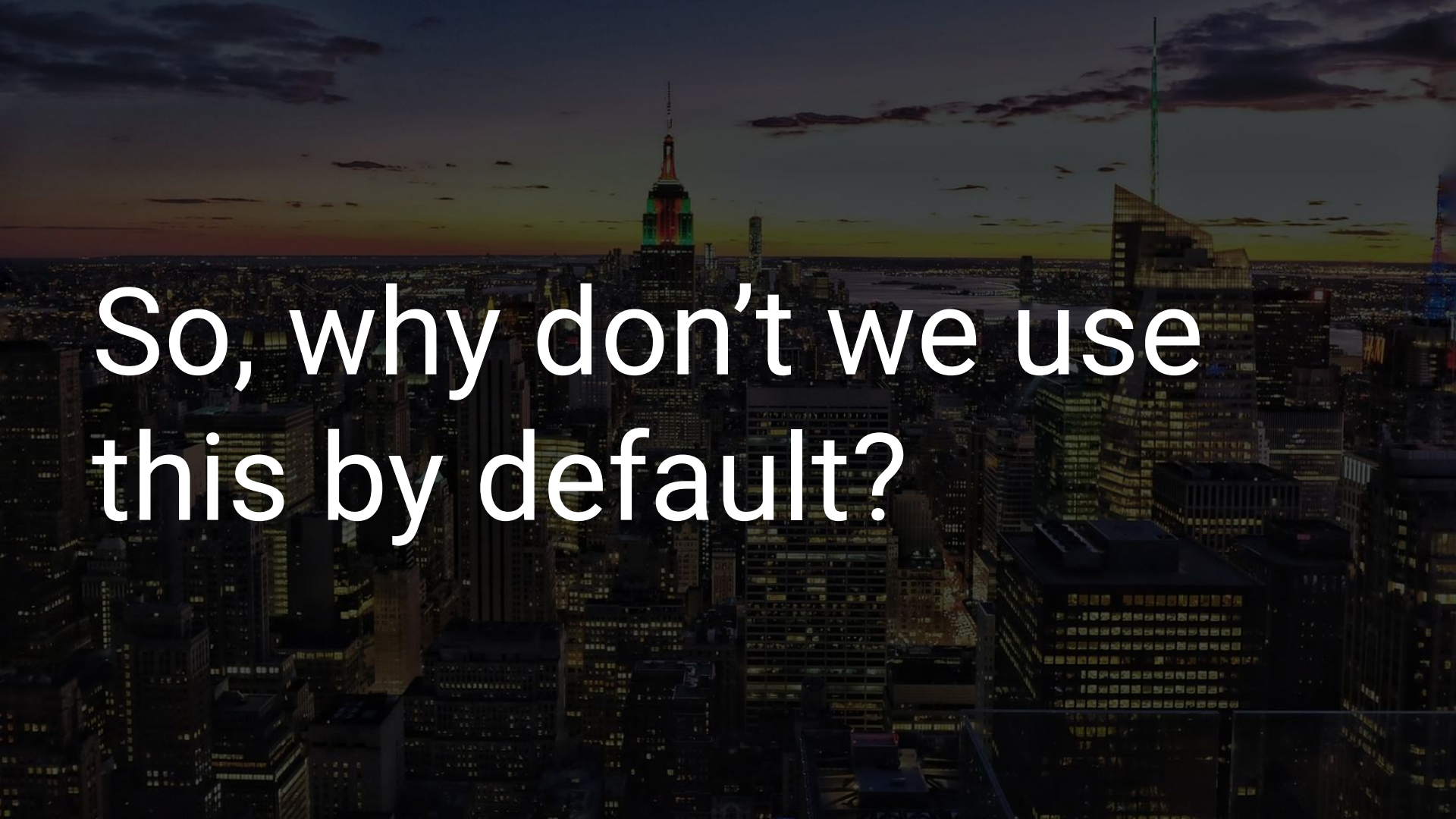
So, why don’t we use this by default?

Browser compatibility

Update compatibility data on GitHub

Chrome	Edge	Firefox	Internet Explorer	Opera	Safari	Android webview	Chrome for Android	Firefox for Android	Opera for Android	Safari on iOS	Samsung Internet
`OffscreenCanvas`											
69	≤79	44 *	No	56	No	No	69	44 *	48	No	10.0

Webkit & Gecko:
Please implement
OffscreenCanvas!

Thank you!