**canvas-indexsizeerror-index-or-size-is-negative-or-greater-than-the-allowed-a**

**解决办法：**

**添加svg时必须明确图片大小，并且避免添加负值的offset**

  var geomStyle = new OlStyleStyle({

        // 添加circle

        // image: new Circle({

        //     radius: 10,

        //     fill: new Fill({

        //         color: "rgba(255, 0, 0, 0.1)"

        //     }),

        //     stroke: new Stroke({

        //         color: color,

        //         width: 1

        //     })

        // }),

        //添加sprite图标

        image: new OlStyleIcon({

            opacity: 1.0,

            // rotateWithView: 28,

            rotation: 0.0,

            color: color,

            scale: 1.0,

            // img: svg,

            // size: 200,

            imgSize: [200, 200], // 这个大小必须为原始大小，解决火狐浏览器报错的问题

            // anchor: [0.2, 0.3],

            // src: "data:image/svg+xml;base64," + btoa(svg)

            src: svg

        }),

        text: new Text({

            text: text, // 添加文字描述

            font: "bold 18px serif", // 设置字体大小

            fill: new Fill({

                // 设置字体颜色

                color: "#1CAF9A"

            }),

            offsetX: 0,

            offsetY: 10, // 设置文字偏移量

            textAlign: "center",

            textBaseline: "bottom",

            // 字体阴影

            stroke: new Stroke({

                color: "#149321",

                width: 1

            })

        })

    });

**参考文献**

I had the same problem but in **IE** and **Safari**. There were three things in particular that I had to fix:

1) I had to set the width and height of the image manually.

var image = new Image();

...

image.width = 34;

image.height = 34;

2) I had to avoid using negative offset when creating ol.style.Icon. In this case I had to change my SVG icon, but that pretty much depends to your icon. So this would cause exception because of the negative offset:

var icon = new ol.style.Style({

"image": new ol.style.Icon({

...

"offset": [0, -50]

})

});

3) I had to ***round*** the width and height values. As some of them were calculated dynamically, I had values like 34.378 which were causing problems. So I had to round them and pass the ***Integer*** value.