

Conclusion

At the end of the day, even the text we generate for the `canvas` goes through the same torturous process as everything else `canvas`-related to end up as lifeless pixels on the screen. Your text can't be selected, cut/copied, read out-loud via a screen reader, or be part of a billion other things you take for granted when dealing with text on the DOM. Of course, with enough lines of JavaScript and time, you can re-implement a lot of that missing functionality if you really REALLY need to. I'm going to play some Fallout 4 instead.