Start: 9:00 p.m.

Using the mapshaper tool <http://mapshaper.org/> to simplify the shapefile and make it easier to work with ( Visvalingam / effective area 0.5%). Still reading the mapshaper source code, but not making much progress.

Going back to test performance in PIXI. Lines might render better with fewer points.

Canvas renderer runs at 2 fps now.

WebGL loads and runs at 20 fps.

Finish: 10:00 p.m.

Total: 1 hour