User Interface - Feature #6996

WebGUI: Analyze the effect of willReadFrequently option on the 2D renderer performance

12/13/2022 03:13 PM - Hynek Cihlar

Status:	New	**Start date:**	
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
billable:	No	**version:**	
vendor_id:	GCD		
Description			

History

#1 - 12/13/2022 03:19 PM - Hynek Cihlar

- Subject changed from Analyze the effect of willReadFrequently setting on the 2D renderer performance to WebGUI: Analyze the effect of willReadFrequently option on the 2D renderer performance

According to this article https://html.spec.whatwg.org/multipage/canvas.html#concept-canvas-will-read-frequently willReadFrequently canvas option may improve performance when many buffer read operations (like getImageData) are performed. This is the case of FWD.

The purpose of this issue is to analyze the effect of setting the option willReadFrequently to true.