Renderer_playable

playable

node — 1 0..1 **playable_imp**
- m_context
- m_cookie
- m_node
- m_event_processor

event_processor — 1 *

renderer

surface — 1 * **renderer_playable**
- m_dest

datasource — 1 1 **renderer_playable_ds**
- m_src

convenience class that waits for all data to be received

renderer_playable_dsall
- m_data
- m_data_size

Cocoa used as example here of a GUI toolkit

cocoa_renderer
- m_intransition
- m_outtransition
- m_transition_engine

cocoa_audio_renderer

playable_factory

cocoa_renderer_factory

cocoa_text_renderer

cocoa_image_renderer