# Renderer_playable

This document last updated for Ambulant version 0.7

**playable**

**playable_imp**

| |
|---|
| m_context |
| m_cookie |
| m_node |
| m_event_processor |

**node** — 1 — 0..1

**event_processor** — 1 — *

**renderer**

**renderer_playable**

**surface** — 1 — *

**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 |

**playable_factory**

Cocoa used as example here of a GUI toolkit

**cocoa_audio_renderer**

**cocoa_renderer_factory**

**cocoa_text_renderer**

**cocoa_image_renderer**