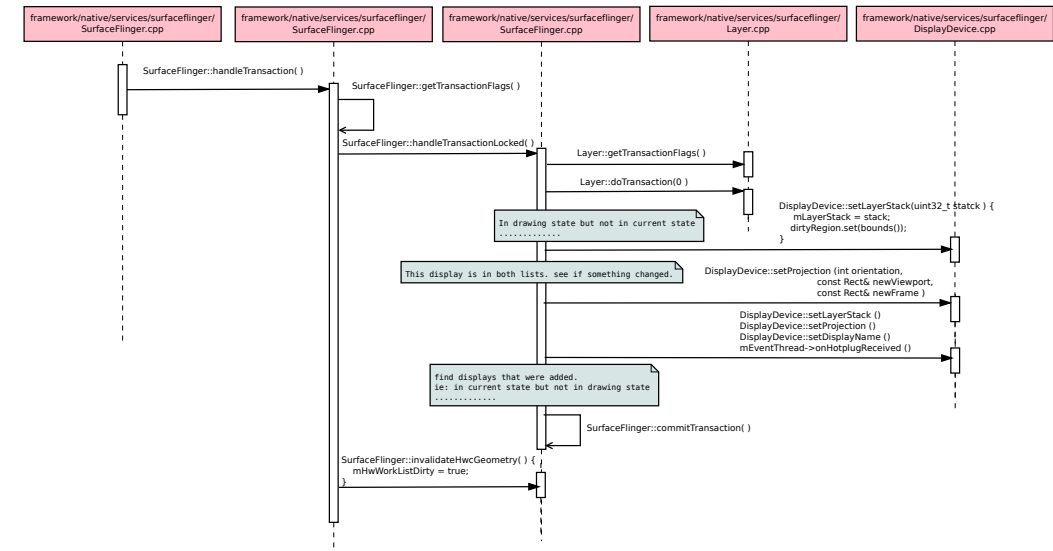
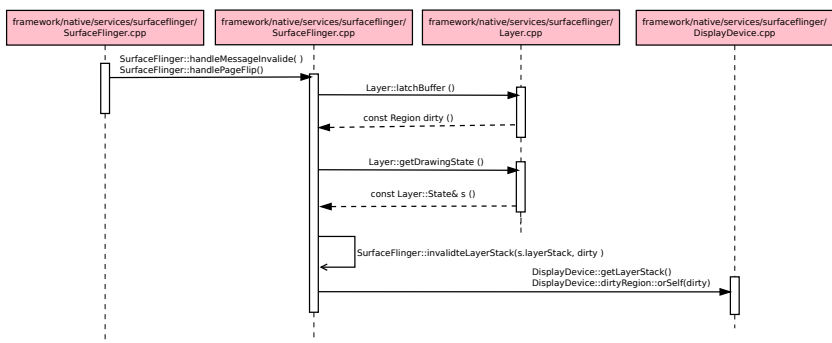


SurfaceFlinger handleTransaction



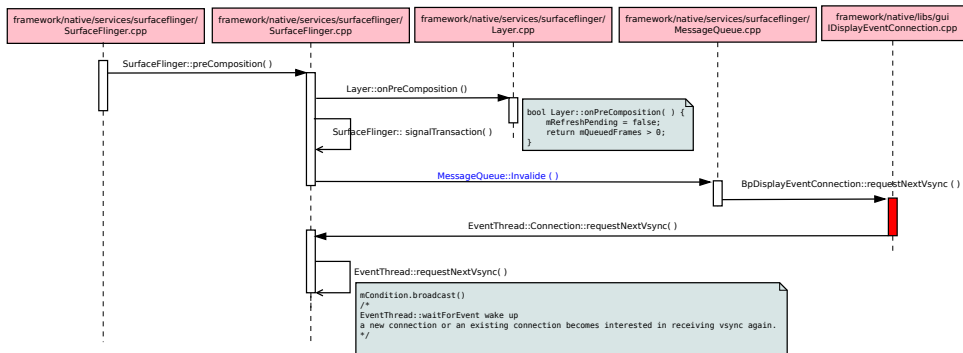
SurfaceFlinger handleMessageInvalide



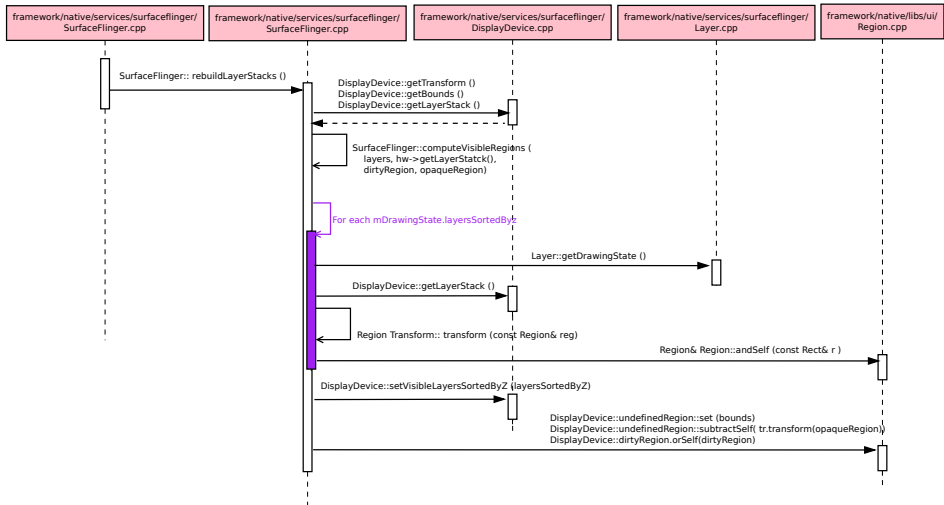
SurfaceFlinger handleMessageRefresh

```
void SurfaceFlinger::handleMessageRefresh() {
    preComposition();
    rebuildLayerStacks();
    setUpHwComposer();
    doDebugFlashRegions();
    doComposition();
    postComposition();
}
```

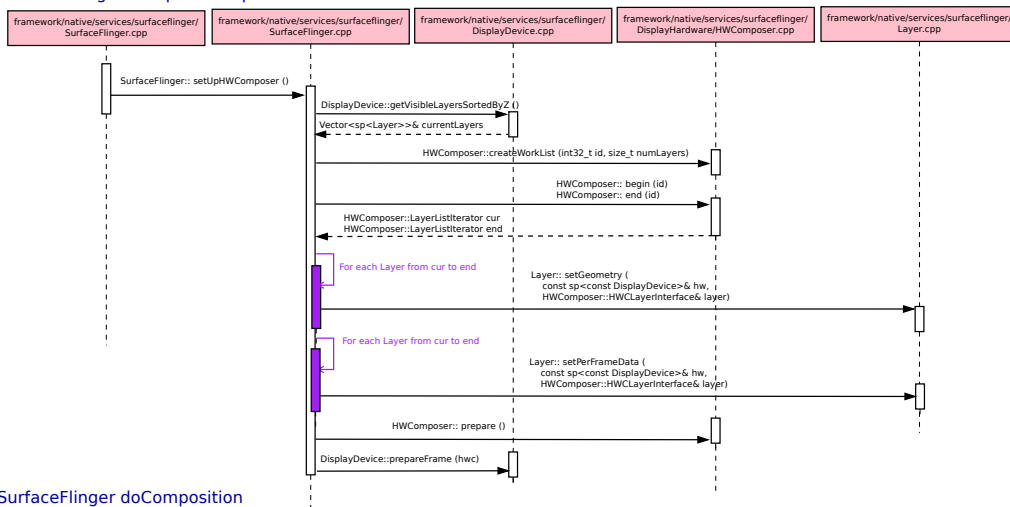
### SurfaceFlinger preComposition



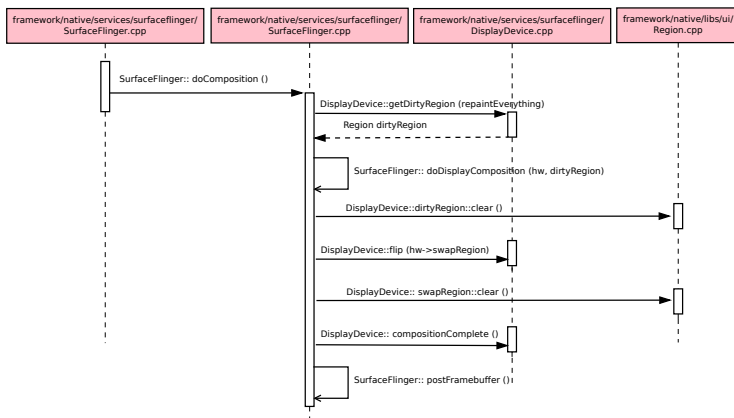
### SurfaceFlinger rebuildLayerStacks



## SurfaceFlinger setUpHWComposer



## SurfaceFlinger doComposition



SurfaceFlinger postComposition

