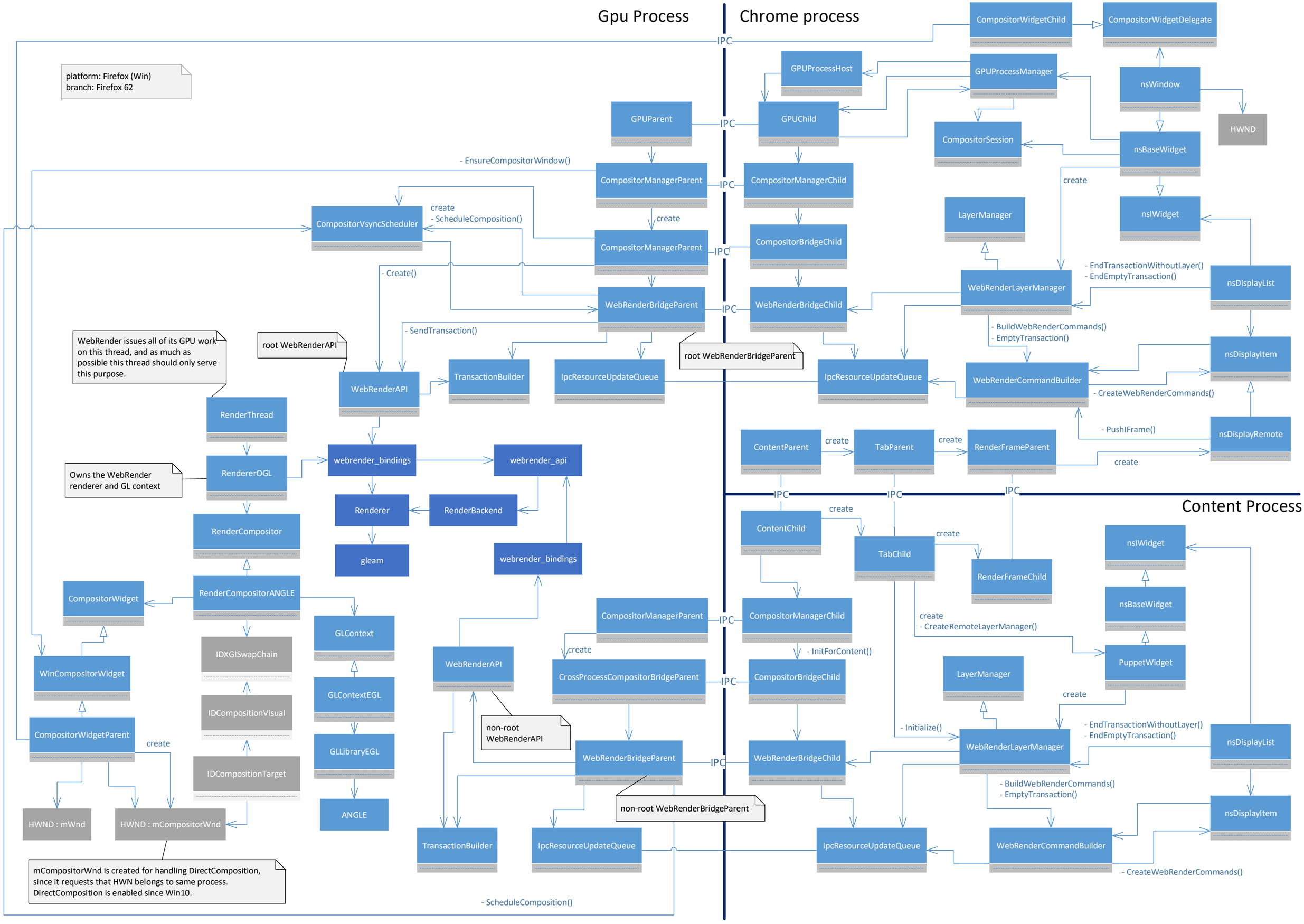
Gpu Process
Chrome process
Content Process
IPC
platform: Firefox (Win)
branch: Firefox 62
CompositorWidgetChild
CompositorWidgetDelegate
GPUProcessHost
GPUProcessManager
nsWindow
HWND
GPUParent
GPUChild
CompositorSession
nsBaseWidget
- EnsureCompositorWindow()
CompositorManagerParent
CompositorManagerChild
create
CompositorVsyncScheduler
- ScheduleComposition()
LayerManager
nsIWidget
CompositorBridgeChild
- Create()
WebRenderLayerManager
- EndTransactionWithoutLayer()
- EndEmptyTransaction()
nsDisplayList
WebRenderBridgeParent
WebRenderBridgeChild
- SendTransaction()
- BuildWebRenderCommands()
- EmptyTransaction()
WebRender issues all of its GPU work on this thread, and as much as possible this thread should only serve this purpose.
root WebRenderAPI
root WebRenderBridgeParent
nsDisplayItem
WebRenderAPI
TransactionBuilder
IpcResourceUpdateQueue
WebRenderCommandBuilder
- CreateWebRenderCommands()
RenderThread
- PushIFrame()
nsDisplayRemote
ContentParent
TabParent
RenderFrameParent
webrender_bindings
webrender_api
Owns the WebRender renderer and GL context
RendererOGL
Renderer
RenderBackend
RenderCompositor
gleam
webrender_bindings
ContentChild
TabChild
RenderFrameChild
nsIWidget
CompositorWidget
RenderCompositorANGLE
GLContext
nsBaseWidget
CompositorManagerParent
CompositorManagerChild
create
- CreateRemoteLayerManager()
IDXGISwapChain
WebRenderAPI
- InitForContent()
PuppetWidget
WinCompositorWidget
CrossProcessCompositorBridgeParent
CompositorBridgeChild
LayerManager
GLContextEGL
IDCompositionVisual
non-root WebRenderAPI
- Initialize()
CompositorWidgetParent
GLLibraryEGL
WebRenderBridgeParent
WebRenderBridgeChild
IDCompositionTarget
non-root WebRenderBridgeParent
HWND : mWnd
HWND : mCompositorWnd
ANGLE
TransactionBuilder
IpcResourceUpdateQueue
WebRenderCommandBuilder
mCompositorWnd is created for handling DirectComposition, since it requests that HWN belongs to same process. DirectComposition is enabled since Win10.
- ScheduleComposition()