

platform: android
branch: Firefox 47

parent side

child side

Provides a cross-platform interface to a set of operations for compositing quads.

Compositor

- DrawQuad()

CompositorOGL

- BindTexture()
- UnbindTexture()
- GetTextureTransform()

create

ImageHost

SurfaceTextureHost

- Attach()
- Detach()

SurfaceTextureSource

- UpdateTexImage()
- GetTransformMatrix()

GLContext

OpenGL
Texture

ImageContainer

- GetCurrentImages()

ImageClientSingle

AndroidSurfaceTextureData

SurfaceTextureImage

AndroidSurfaceTexture

- AttachToGLContext()
- DetachFromGLContext()
- UpdateTexImage()
- GetTransformMatrix()
- SetDefaultBufferSize()

widget::sdk::SurfaceTexture

SurfaceTexture

GLConsumer

BufferQueueProducer

Surface
(ANativeWindow)

MediaCodec

Interface exposed by decoders created by the PlatformDecoderModule's Create*Decoder() functions

MediaDataDecoder

MediaCodecDataDecoder

crate
- JavaSurface()

- Configure()
- Start()
- Flush()
- Stop()
- Release()
- DequeueInputBuffer()
- QueueInputBuffer()
- DequeueOutputBuffer()
- ReleaseOutputBuffer()
- GetOutputFormat()
- GetInputBuffers()
- GetOutputBuffers()

widget::sdk::MediaCodec

MediaCodec

A wrapper around Android's MediaCodec class. Generated during build.

Interface used by the MediaFormatReader to abstract access to decoders provided by various platforms

PlatformDecoderModule

AndroidDecoderModule

- FindDecoderCodecInfoForMimeType()

widget::HardwareCodecCapabilityUtils

HardwareCodecCapabilityUtils

MediaCodecList