

platform: Firefox OS(gonk)
branch: Firefox OS 1.4 (gecko30)

The followings explain about AsyncPanZoom
<https://wiki.mozilla.org/Platform/GFX/APZ>
<https://wiki.mozilla.org/Mobile/AsyncSubframePanning>

Manage async composition effects. Only lives on the compositor thread. Deals with elements of composition which are usually dealt with by dom or layout when main thread rendering, but which can short circuit that stuff to directly affect layers as they are composited, for example, off-main thread animation, async video, async pan/zoom.

Handle layer updates pushed directly from child processes to the compositor thread.

Manages a tree of AsyncPanZoomController instances, one for every scrollable layer. Performs hit testing to route input events to the correct AsyncPanZoomController.

Controller for all panning and zooming logic. Any time a user input is detected and it must be processed in some way to affect what the user sees, it goes through here. Listens for any input event from InputData and can optionally handle WidgetGUIEvent-derived touch events, but this must be done on the main thread. Note that this class completely cross-platform.

Helper class to maintain each axis of movement (X,Y) for panning and zooming. It is specific to one axis

Platform-non-specific, generalized gesture event listener.

A callback interface for AsyncPanZoomController to use to send requests and information to the content thread/process.

Only capture of touch events for now.

Some helper methods that facilitate implementing the GeckoContentController callback interface required by the AsyncPanZoomController.

