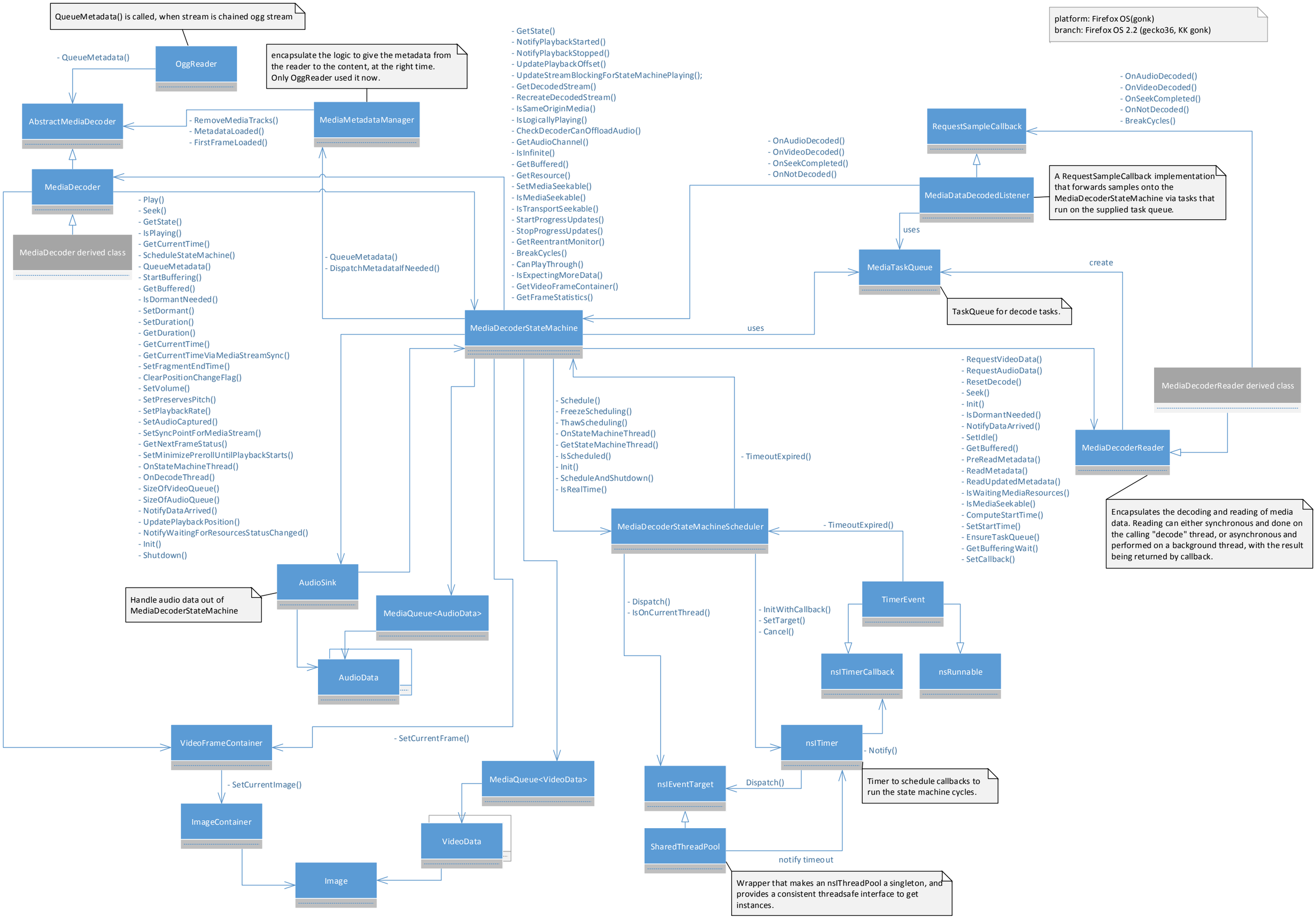
QueueMetadata() is called, when stream is chained ogg stream
platform: Firefox OS(gonk)
branch: Firefox OS 2.2 (gecko36, KK gonk)
- QueueMetadata()
OggReader
encapsulate the logic to give the metadata from the reader to the content, at the right time. Only OggReader used it now.
AbstractMediaDecoder
- RemoveMediaTracks()
- MetadataLoaded()
- FirstFrameLoaded()
MediaMetadataManager
- GetState()
- NotifyPlaybackStarted()
- NotifyPlaybackStopped()
- UpdatePlaybackOffset()
- UpdateStreamBlockingForStateMachinePlaying();
- GetDecodedStream()
- RecreateDecodedStream()
- IsSameOriginMedia()
- IsLogicallyPlaying()
- CheckDecoderCanOffloadAudio()
- GetAudioChannel()
- IsInfinite()
- GetBuffered()
- GetResource()
- SetMediaSeekable()
- IsMediaSeekable()
- IsTransportSeekable()
- StartProgressUpdates()
- StopProgressUpdates()
- GetReentrantMonitor()
- BreakCycles()
- CanPlayThrough()
- IsExpectingMoreData()
- GetVideoFrameContainer()
- GetFrameStatistics()
- OnAudioDecoded()
- OnVideoDecoded()
- OnSeekCompleted()
- OnNotDecoded()
- BreakCycles()
RequestSampleCallback
- OnAudioDecoded()
- OnVideoDecoded()
- OnSeekCompleted()
- OnNotDecoded()
MediaDecoder
MediaDataDecodedListener
A RequestSampleCallback implementation that forwards samples onto the MediaDecoderStateMachine via tasks that run on the supplied task queue.
uses
MediaDecoder derived class
- Play()
- Seek()
- GetState()
- IsPlaying()
- GetCurrentTime()
- ScheduleStateMachine()
- QueueMetadata()
- StartBuffering()
- GetBuffered()
- IsDormantNeeded()
- SetDormant()
- SetDuration()
- GetDuration()
- GetCurrentTime()
- GetCurrentTimeViaMediaStreamSync()
- SetFragmentEndTime()
- ClearPositionChangeFlag()
- SetVolume()
- SetPreservesPitch()
- SetPlaybackRate()
- SetAudioCaptured()
- SetSyncPointForMediaStream()
- GetNextFrameStatus()
- SetMinimizePrerollUntilPlaybackStarts()
- OnStateMachineThread()
- OnDecodeThread()
- SizeOfVideoQueue()
- SizeOfAudioQueue()
- NotifyDataArrived()
- UpdatePlaybackPosition()
- NotifyWaitingForResourcesStatusChanged()
- Init()
- Shutdown()
- QueueMetadata()
- DispatchMetadataIfNeeded()
MediaTaskQueue
create
TaskQueue for decode tasks.
MediaDecoderStateMachine
uses
- RequestVideoData()
- RequestAudioData()
- ResetDecode()
- Seek()
- Init()
- IsDormantNeeded()
- NotifyDataArrived()
- SetIdle()
- GetBuffered()
- PreReadMetadata()
- ReadMetadata()
- ReadUpdatedMetadata()
- IsWaitingMediaResources()
- IsMediaSeekable()
- ComputeStartTime()
- SetStartTime()
- EnsureTaskQueue()
- GetBufferingWait()
- SetCallback()
MediaDecoderReader derived class
MediaDecoderReader
Encapsulates the decoding and reading of media data. Reading can either synchronous and done on the calling "decode" thread, or asynchronous and performed on a background thread, with the result being returned by callback.
- Schedule()
- FreezeScheduling()
- ThawScheduling()
- OnStateMachineThread()
- GetStateMachineThread()
- IsScheduled()
- Init()
- ScheduleAndShutdown()
- IsRealTime()
- TimeoutExpired()
MediaDecoderStateMachineScheduler
- TimeoutExpired()
AudioSink
Handle audio data out of MediaDecoderStateMachine
MediaQueue<AudioData>
AudioData
- Dispatch()
- IsOnCurrentThread()
- InitWithCallback()
- SetTarget()
- Cancel()
TimerEvent
nsITimerCallback
nsRunnable
VideoFrameContainer
- SetCurrentFrame()
nsITimer
- Notify()
Timer to schedule callbacks to run the state machine cycles.
- SetCurrentImage()
MediaQueue<VideoData>
nsIEventTarget
Dispatch()
ImageContainer
VideoData
SharedThreadPool
notify timeout
Image
Wrapper that makes an nsIThreadPool a singleton, and provides a consistent threadsafe interface to get instances.