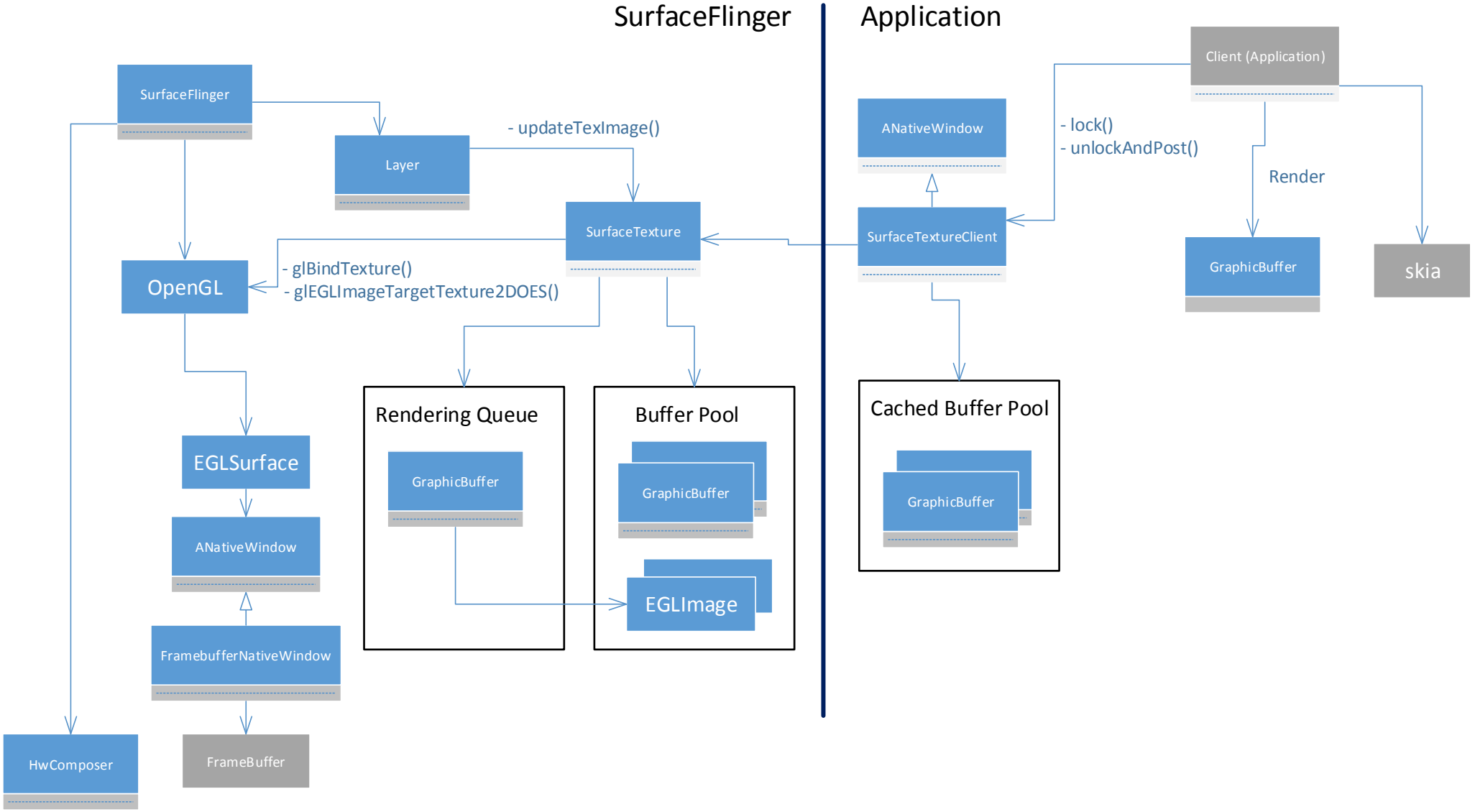
Android ICS: application rendering without OpenGL acceleration



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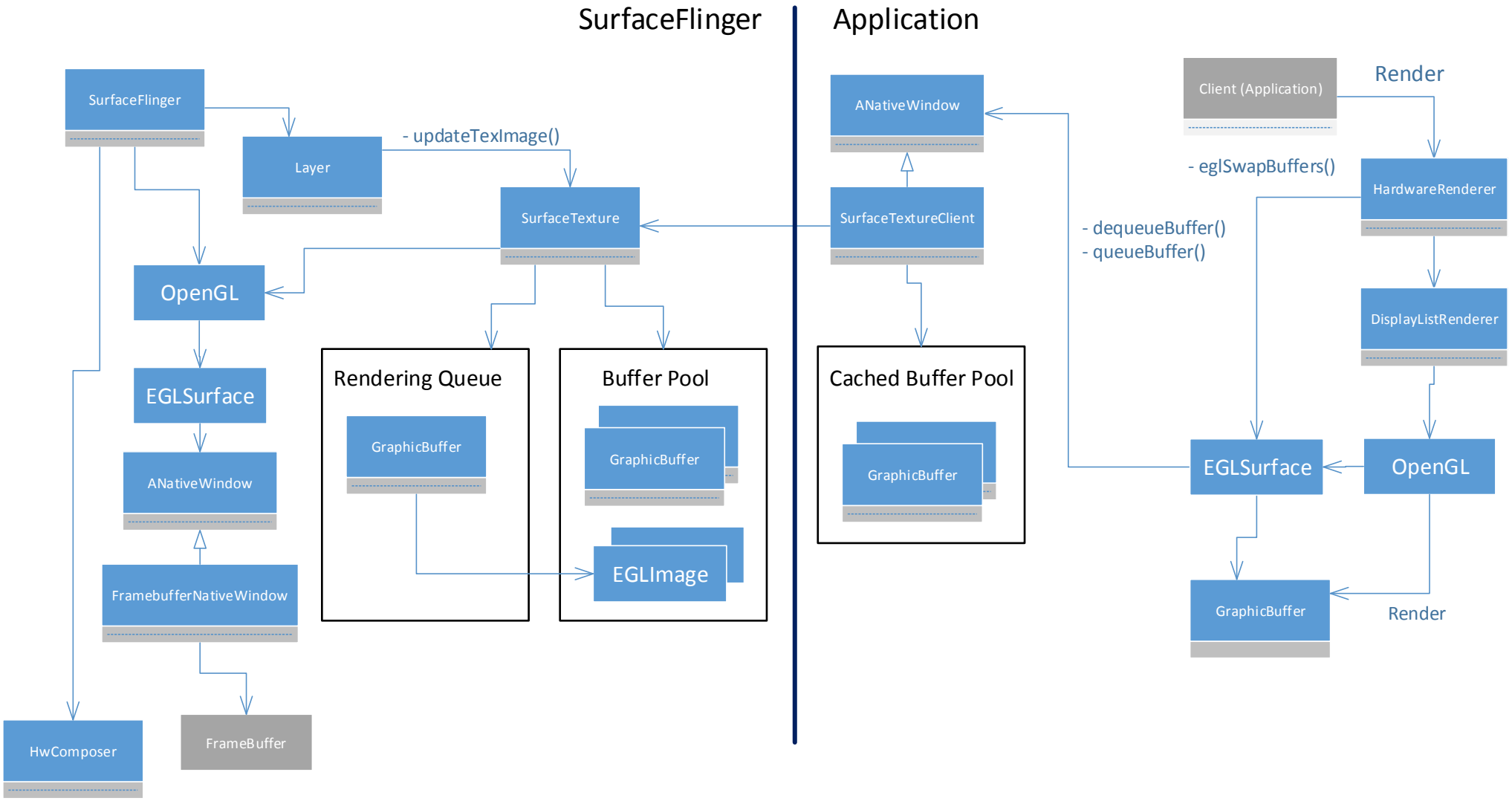
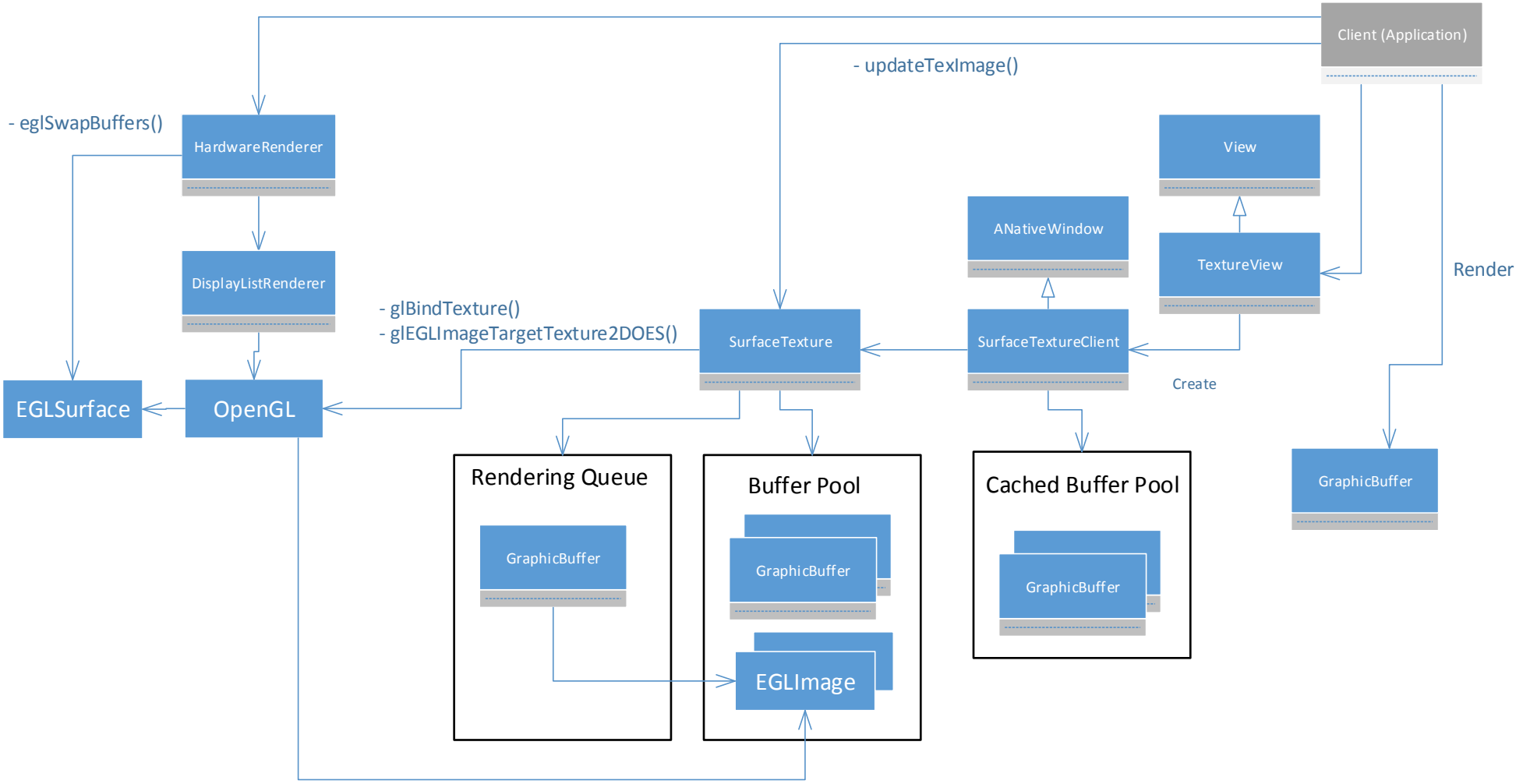
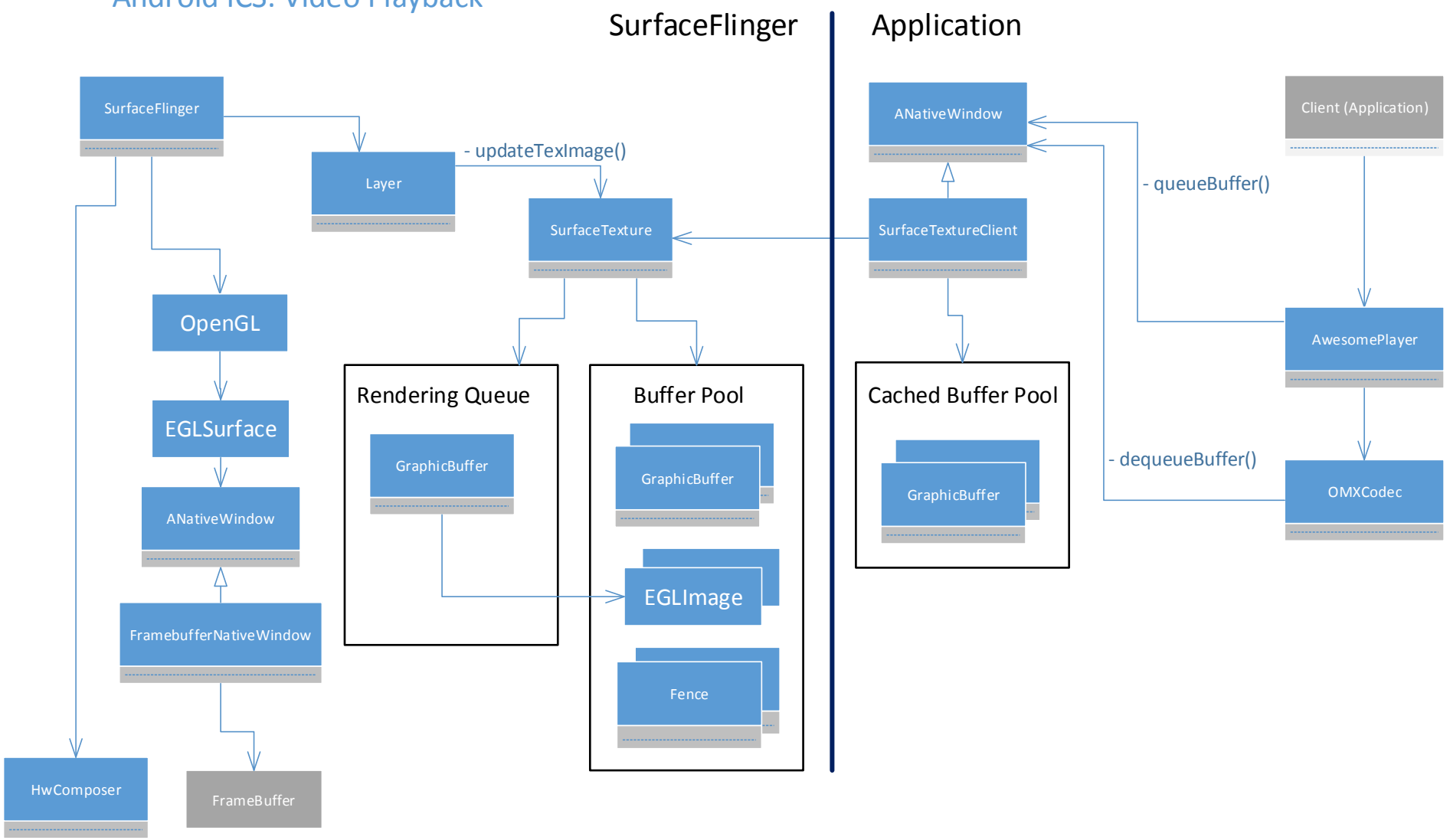
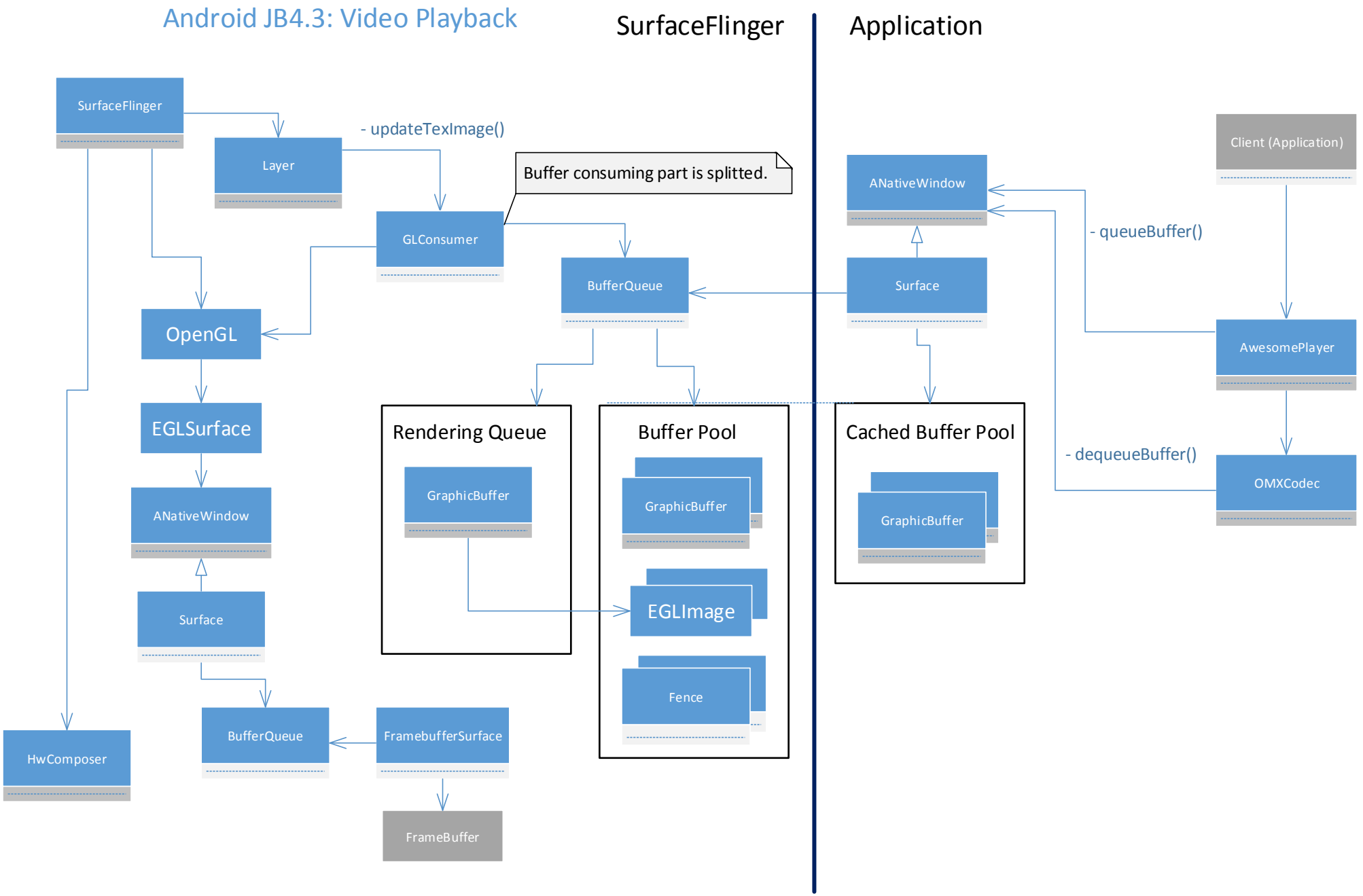
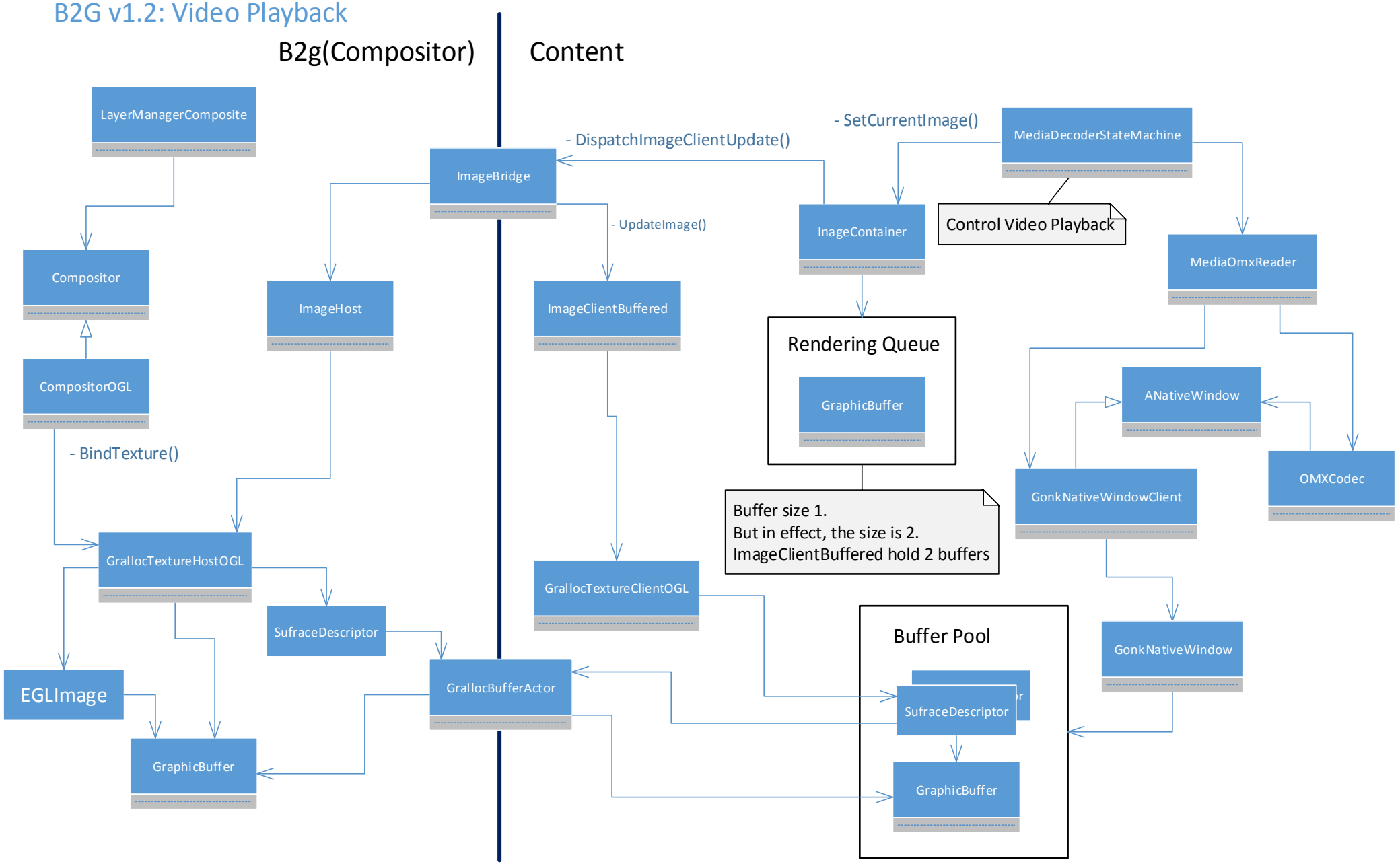


Android ICS: TextureView



Android ICS: Video Playback




Android JB4.3: Video Playback
SurfaceFlinger
Application
SurfaceFlinger
Layer
- updateTexImage()
Buffer consuming part is splitted.
GLConsumer
BufferQueue
ANativeWindow
Surface
Client (Application)
- queueBuffer()
AwesomePlayer
OpenGL
EGLSurface
ANativeWindow
Surface
Rendering Queue
GraphicBuffer
Buffer Pool
GraphicBuffer
EGLImage
Fence
Cached Buffer Pool
GraphicBuffer
- dequeueBuffer()
OMXCodec
HwComposer
BufferQueue
FramebufferSurface
FrameBuffer

B2G v1.2: Video Playback