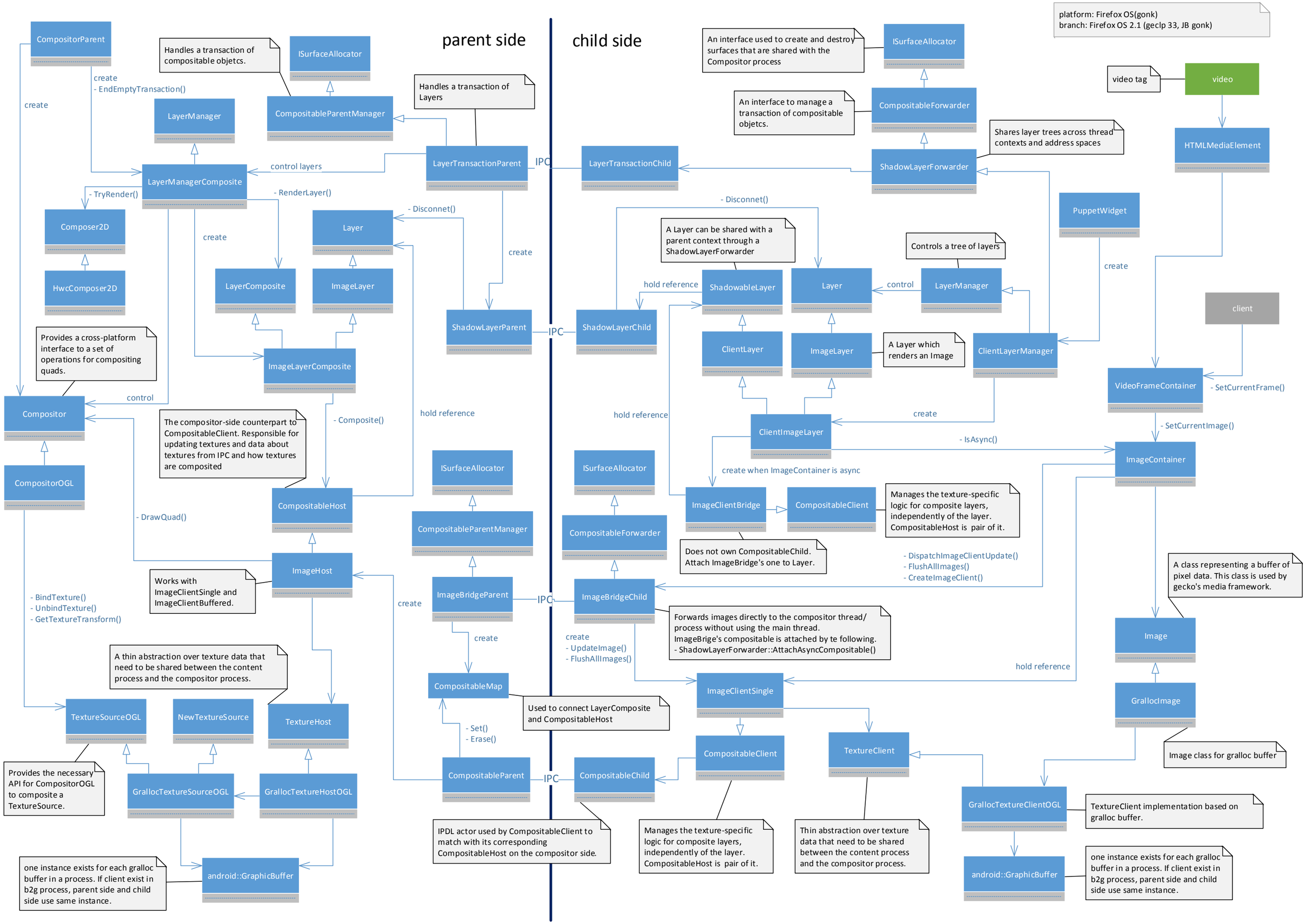
platform: Firefox OS(gonk)
branch: Firefox OS 2.1 (geclp 33, JB gonk)
parent side
child side
CompositorParent
create
- EndEmptyTransaction()
create
Handles a transaction of compositable objetcs.
ISurfaceAllocator
LayerManager
CompositableParentManager
Handles a transaction of Layers
LayerTransactionParent
IPC
LayerTransactionChild
control layers
LayerManagerComposite
- TryRender()
- RenderLayer()
Composer2D
HwcComposer2D
create
Layer
- Disconnet()
create
LayerComposite
ImageLayer
ShadowLayerParent
IPC
ShadowLayerChild
Provides a cross-platform interface to a set of operations for compositing quads.
ImageLayerComposite
control
Compositor
The compositor-side counterpart to CompositableClient. Responsible for updating textures and data about textures from IPC and how textures are composited
- Composite()
hold reference
CompositorOGL
ISurfaceAllocator
CompositableHost
CompositableParentManager
- DrawQuad()
ImageHost
Works with ImageClientSingle and ImageClientBuffered.
- BindTexture()
- UnbindTexture()
- GetTextureTransform()
create
ImageBridgeParent
IPC
create
A thin abstraction over texture data that need to be shared between the content process and the compositor process.
CompositableMap
Used to connect LayerComposite and CompositableHost
TextureSourceOGL
NewTextureSource
TextureHost
- Set()
- Erase()
Provides the necessary API for CompositorOGL to composite a TextureSource.
GrallocTextureSourceOGL
GrallocTextureHostOGL
CompositableParent
IPC
CompositableChild
IPDL actor used by CompositableClient to match with its corresponding CompositableHost on the compositor side.
one instance exists for each gralloc buffer in a process. If client exist in b2g process, parent side and child side use same instance.
android::GraphicBuffer
An interface used to create and destroy surfaces that are shared with the Compositor process
ISurfaceAllocator
video tag
video
An interface to manage a transaction of compositable objetcs.
CompositableForwarder
Shares layer trees across thread contexts and address spaces
HTMLMediaElement
ShadowLayerForwarder
- Disconnet()
PuppetWidget
A Layer can be shared with a parent context through a ShadowLayerForwarder
Controls a tree of layers
create
hold reference
ShadowableLayer
Layer
control
LayerManager
client
ClientLayer
ImageLayer
A Layer which renders an Image
ClientLayerManager
VideoFrameContainer
- SetCurrentFrame()
hold reference
create
ClientImageLayer
- SetCurrentImage()
- IsAsync()
ImageContainer
create when ImageContainer is async
ISurfaceAllocator
ImageClientBridge
CompositableClient
Manages the texture-specific logic for composite layers, independently of the layer. CompositableHost is pair of it.
CompositableForwarder
Does not own CompositableChild. Attach ImageBridge's one to Layer.
- DispatchImageClientUpdate()
- FlushAllImages()
- CreateImageClient()
A class representing a buffer of pixel data. This class is used by gecko's media framework.
ImageBridgeChild
Forwards images directly to the compositor thread/ process without using the main thread. ImageBrige's compositable is attached by te following. - ShadowLayerForwarder::AttachAsyncCompositable()
create
- UpdateImage()
- FlushAllImages()
Image
hold reference
ImageClientSingle
GrallocImage
CompositableClient
TextureClient
Image class for gralloc buffer
Manages the texture-specific logic for composite layers, independently of the layer. CompositableHost is pair of it.
Thin abstraction over texture data that need to be shared between the content process and the compositor process.
GrallocTextureClientOGL
TextureClient implementation based on gralloc buffer.
android::GraphicBuffer
one instance exists for each gralloc buffer in a process. If client exist in b2g process, parent side and child side use same instance.