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

CompositingRenderTargetOGL is used for intermediate layer drawing.
In this case, all child layers are drawn to FBO and the FBO is used for OpenGL composition. HwComposer is not used for composition.
Intermediate layer is used in the following situations.
- MaskLayer is present
- opacity is not 1.0f && Has Multiple Children
- (Transform is not 2D transform || Has Non Integer Translation) &&
  (child's clipRect is not empty || child has mask layer)

Effects and effect chains are used by the compositor API. An effect chain represents a rendering method, for example some shader and the data required for that shader to run.

Effect

ContainerLayerComposite

create

Render from a texture

TexturedEffect

hold reference

Render to a render target rather than the screen.

- CreateRenderTarget()
- SetRenderTarget()

EffectRenderTarget

Interface for texture objects that can be composited by a given compositor backend.

TextureSource

Compositor

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

hold reference

Used as an offscreen rendering target by the compositor, and subsequently can be used as a source by the compositor.

CompositingRenderTarget

use for rendering

CompositorOGL

OpenGL backend offscreen rendering target by used the compositor

CompositingRenderTargetOGL

create

OpenGL Texture

FBO

allocate