

**main thread**

**pipe threads**

Node::frameStart

Node::startFrame

Pipe::frameStart

Node::waitFrameStarted

draw tasks

Pipe::frameDrawFinish

Pipe::releaseFrameLocal

Node::frameDrawFinish

Pipe(s)::waitFrameLocal

compostion tasks

Pipe::frameFinish

Pipe::releaseFrame

Node::frameFinish

Node::releaseFrame