```
AFrameController
  # slidingWindow
  + AFrameController()
  + ~AFrameController()
  + GetNextProcessing()
  + OnFrameComplete()
  + ProcessCompleted()
 FrameController Parallel
 deps
- frameNums
- countRun
- lock

    GOPSize

    _tDepList

    vDepList

    vaDepList

- anchor
+ FrameController_Parallel()
+ GetNextProcessing()
+ OnFrameComplete()
+ ProcessCompleted()
```