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// found in the LICENSE file.

#ifndef FLUTTER\_SHELL\_PLATFORM\_COMMON\_CLIENT\_WRAPPER\_TEXTURE\_REGISTRAR\_IMPL\_H\_

#define FLUTTER\_SHELL\_PLATFORM\_COMMON\_CLIENT\_WRAPPER\_TEXTURE\_REGISTRAR\_IMPL\_H\_

#include "include/flutter/texture\_registrar.h"

namespace flutter {

// Wrapper around a FlutterDesktopTextureRegistrarRef that implements the

// TextureRegistrar API.

class TextureRegistrarImpl : public TextureRegistrar {

public:

explicit TextureRegistrarImpl(

FlutterDesktopTextureRegistrarRef texture\_registrar\_ref);

virtual ~TextureRegistrarImpl();

// Prevent copying.

TextureRegistrarImpl(TextureRegistrarImpl const&) = delete;

TextureRegistrarImpl& operator=(TextureRegistrarImpl const&) = delete;

// |flutter::TextureRegistrar|

int64\_t RegisterTexture(TextureVariant\* texture) override;

// |flutter::TextureRegistrar|

bool MarkTextureFrameAvailable(int64\_t texture\_id) override;

// |flutter::TextureRegistrar|

void UnregisterTexture(int64\_t texture\_id,

std::function<void()> callback) override;

// |flutter::TextureRegistrar|

bool UnregisterTexture(int64\_t texture\_id) override;

private:

// Handle for interacting with the C API.

FlutterDesktopTextureRegistrarRef texture\_registrar\_ref\_;

};

} // namespace flutter

#endif // FLUTTER\_SHELL\_PLATFORM\_COMMON\_CLIENT\_WRAPPER\_TEXTURE\_REGISTRAR\_IMPL\_H\_