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// found in the LICENSE file.

#ifndef FLUTTER\_SHELL\_PLATFORM\_COMMON\_PUBLIC\_FLUTTER\_PLUGIN\_REGISTRAR\_H\_

#define FLUTTER\_SHELL\_PLATFORM\_COMMON\_PUBLIC\_FLUTTER\_PLUGIN\_REGISTRAR\_H\_

#include <stddef.h>

#include <stdint.h>

#include "flutter\_export.h"

#include "flutter\_messenger.h"

#include "flutter\_texture\_registrar.h"

#if defined(\_\_cplusplus)

extern "C" {

#endif // defined(\_\_cplusplus)

// Opaque reference to a plugin registrar.

typedef struct FlutterDesktopPluginRegistrar\* FlutterDesktopPluginRegistrarRef;

// Function pointer type for registrar destruction callback.

typedef void (\*FlutterDesktopOnPluginRegistrarDestroyed)(

FlutterDesktopPluginRegistrarRef);

// Returns the engine messenger associated with this registrar.

FLUTTER\_EXPORT FlutterDesktopMessengerRef

FlutterDesktopPluginRegistrarGetMessenger(

FlutterDesktopPluginRegistrarRef registrar);

// Returns the texture registrar associated with this registrar.

FLUTTER\_EXPORT FlutterDesktopTextureRegistrarRef

FlutterDesktopRegistrarGetTextureRegistrar(

FlutterDesktopPluginRegistrarRef registrar);

// Registers a callback to be called when the plugin registrar is destroyed.

FLUTTER\_EXPORT void FlutterDesktopPluginRegistrarSetDestructionHandler(

FlutterDesktopPluginRegistrarRef registrar,

FlutterDesktopOnPluginRegistrarDestroyed callback);

#if defined(\_\_cplusplus)

} // extern "C"

#endif

#endif // FLUTTER\_SHELL\_PLATFORM\_COMMON\_PUBLIC\_FLUTTER\_PLUGIN\_REGISTRAR\_H\_