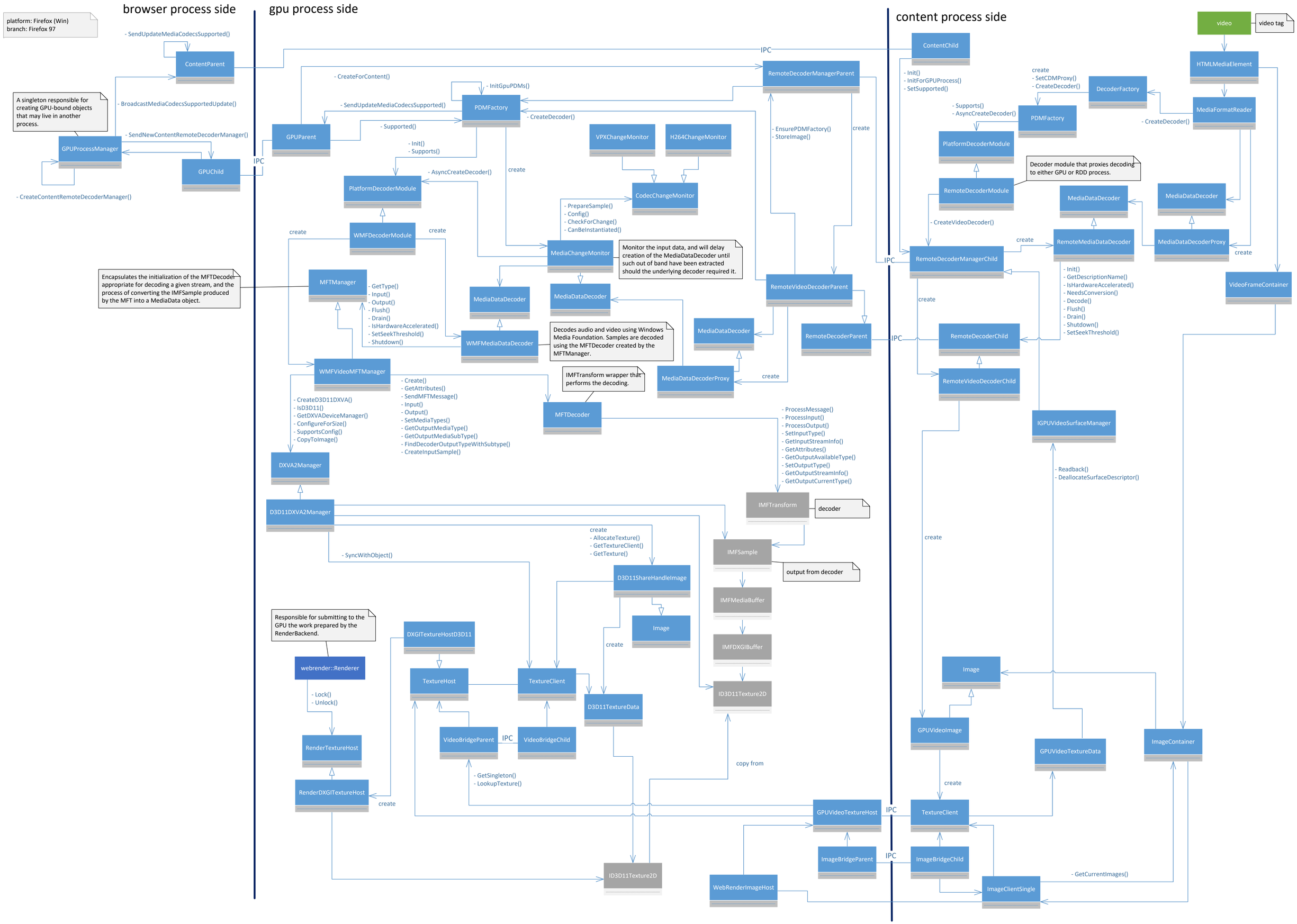
platform: Firefox (Win)
branch: Firefox 97
browser process side
gpu process side
content process side
- SendUpdateMediaCodecsSupported()
ContentParent
A singleton responsible for creating GPU-bound objects that may live in another process.
- BroadcastMediaCodecsSupportedUpdate()
- SendNewContentRemoteDecoderManager()
GPUProcessManager
GPUChild
- CreateContentRemoteDecoderManager()
IPC
- CreateForContent()
- SendUpdateMediaCodecsSupported()
GPUParent
- InitGpuPDMs()
PDMFactory
- CreateDecoder()
- Supported()
- Init()
- Supports()
- AsyncCreateDecoder()
PlatformDecoderModule
create
WMFDecoderModule
VPXChangeMonitor
H264ChangeMonitor
CodecChangeMonitor
- PrepareSample()
- Config()
- CheckForChange()
- CanBeInstantiated()
MediaChangeMonitor
Monitor the input data, and will delay creation of the MediaDataDecoder until such out of band have been extracted should the underlying decoder required it.
Encapsulates the initialization of the MFTDecoder appropriate for decoding a given stream, and the process of converting the IMFSample produced by the MFT into a MediaData object.
MFTManager
- GetType()
- Input()
- Output()
- Flush()
- Drain()
- IsHardwareAccelerated()
- SetSeekThreshold()
- Shutdown()
MediaDataDecoder
WMFMediaDataDecoder
Decodes audio and video using Windows Media Foundation. Samples are decoded using the MFTDecoder created by the MFTManager.
WMFVideoMFTManager
- Create()
- GetAttributes()
- SendMFTMessage()
- Input()
- Output()
- SetMediaTypes()
- GetOutputMediaType()
- GetOutputMediaSubType()
- FindDecoderOutputTypeWithSubtype()
- CreateInputSample()
IMFTransform wrapper that performs the decoding.
MFTDecoder
- CreateD3D11DXVA()
- IsD3D11()
- GetDXVADeviceManager()
- ConfigureForSize()
- SupportsConfig()
- CopyToImage()
DXVA2Manager
D3D11DXVA2Manager
- ProcessMessage()
- ProcessInput()
- ProcessOutput()
- SetInputType()
- GetInputStreamInfo()
- GetAttributes()
- GetOutputAvailableType()
- SetOutputType()
- GetOutputStreamInfo()
- GetOutputCurrentType()
IMFTransform
decoder
IMFSample
output from decoder
IMFMediaBuffer
IMFDXGIBuffer
ID3D11Texture2D
- SyncWithObject()
create
- AllocateTexture()
- GetTextureClient()
- GetTexture()
D3D11ShareHandleImage
Image
D3D11TextureData
Responsible for submitting to the GPU the work prepared by the RenderBackend.
webrender::Renderer
- Lock()
- Unlock()
RenderTextureHost
RenderDXGITextureHost
DXGITextureHostD3D11
TextureHost
TextureClient
VideoBridgeParent
VideoBridgeChild
- GetSingleton()
- LookupTexture()
copy from
GPUVideoTextureHost
ImageBridgeParent
ImageBridgeChild
WebRenderImageHost
ImageClientSingle
- GetCurrentImages()
RemoteDecoderManagerParent
- EnsurePDMFactory()
- StoreImage()
RemoteVideoDecoderParent
RemoteDecoderParent
MediaDataDecoderProxy
ContentChild
- Init()
- InitForGPUProcess()
- SetSupported()
video
video tag
HTMLMediaElement
MediaFormatReader
DecoderFactory
- SetCDMProxy()
- CreateDecoder()
- Supports()
- AsyncCreateDecoder()
PDMFactory
PlatformDecoderModule
RemoteDecoderModule
Decoder module that proxies decoding to either GPU or RDD process.
MediaDataDecoder
MediaDataDecoderProxy
- CreateVideoDecoder()
RemoteDecoderManagerChild
RemoteMediaDataDecoder
- Init()
- GetDescriptionName()
- IsHardwareAccelerated()
- NeedsConversion()
- Decode()
- Flush()
- Drain()
- Shutdown()
- SetSeekThreshold()
VideoFrameContainer
RemoteDecoderChild
RemoteVideoDecoderChild
IGPUVideoSurfaceManager
- Readback()
- DeallocateSurfaceDescriptor()
Image
GPUVideoImage
GPUVideoTextureData
ImageContainer