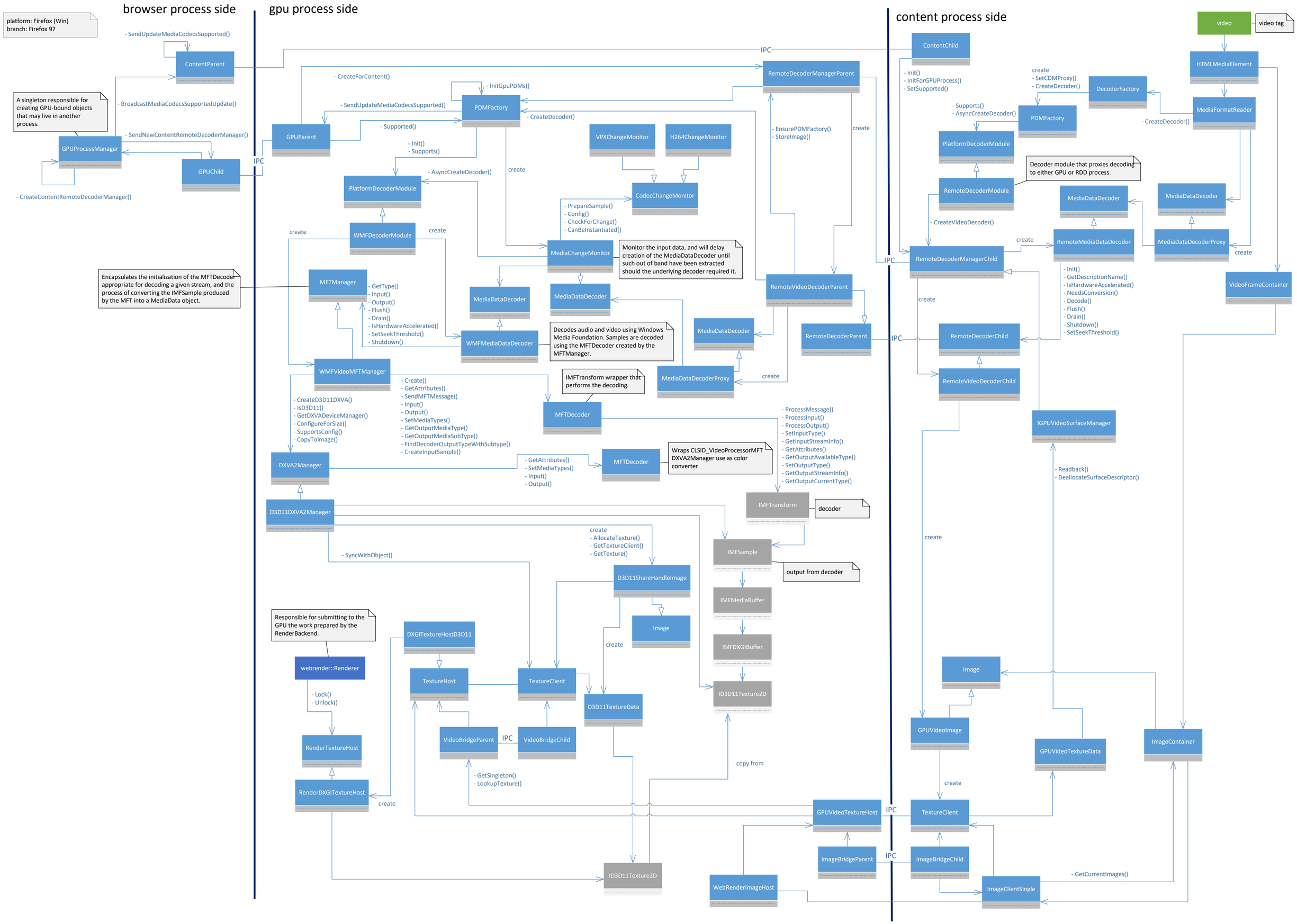
platform: Firefox (Win)
branch: Firefox 97
browser process side
gpu process side
content process side
IPC
ContentParent
- SendUpdateMediaCodecsSupported()
- BroadcastMediaCodecsSupportedUpdate()
- SendNewContentRemoteDecoderManager()
A singleton responsible for creating GPU-bound objects that may live in another process.
GPUProcessManager
GPUChild
- CreateContentRemoteDecoderManager()
GPUParent
- CreateForContent()
- SendUpdateMediaCodecsSupported()
- Supported()
- Init()
- Supports()
PDMFactory
- InitGpuPDMs()
- CreateDecoder()
RemoteDecoderManagerParent
- EnsurePDMFactory()
- StoreImage()
create
VPXChangeMonitor
H264ChangeMonitor
CodecChangeMonitor
PlatformDecoderModule
- AsyncCreateDecoder()
WMFDecoderModule
MediaChangeMonitor
- PrepareSample()
- Config()
- CheckForChange()
- CanBeInstantiated()
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.
RemoteVideoDecoderParent
RemoteDecoderParent
MediaDataDecoderProxy
WMFVideoMFTManager
- Create()
- GetAttributes()
- SendMFTMessage()
- Input()
- Output()
- SetMediaTypes()
- GetOutputMediaType()
- GetOutputMediaSubType()
- FindDecoderOutputTypeWithSubtype()
- CreateInputSample()
- CreateD3D11DXVA()
- IsD3D11()
- GetDXVADeviceManager()
- ConfigureForSize()
- SupportsConfig()
- CopyToImage()
IMFTransform wrapper that performs the decoding.
MFTDecoder
- ProcessMessage()
- ProcessInput()
- ProcessOutput()
- SetInputType()
- GetInputStreamInfo()
- GetAttributes()
- GetOutputAvailableType()
- SetOutputType()
- GetOutputStreamInfo()
- GetOutputCurrentType()
DXVA2Manager
- GetAttributes()
- SetMediaTypes()
- Input()
- Output()
Wraps CLSID_VideoProcessorMFT DXVA2Manager use as color converter
IMFTransform
decoder
D3D11DXVA2Manager
- SyncWithObject()
create
- AllocateTexture()
- GetTextureClient()
- GetTexture()
IMFSample
output from decoder
D3D11ShareHandleImage
Image
IMFMediaBuffer
IMFDXGIBuffer
ID3D11Texture2D
Responsible for submitting to the GPU the work prepared by the RenderBackend.
webrender::Renderer
- Lock()
- Unlock()
RenderTextureHost
RenderDXGITextureHost
DXGITextureHostD3D11
TextureHost
TextureClient
D3D11TextureData
VideoBridgeParent
VideoBridgeChild
- GetSingleton()
- LookupTexture()
copy from
GPUVideoTextureHost
ImageBridgeParent
ImageBridgeChild
WebRenderImageHost
ImageClientSingle
- GetCurrentImages()
ImageContainer
GPUVideoTextureData
GPUVideoImage
ContentChild
- Init()
- InitForGPUProcess()
- SetSupported()
- Supports()
- AsyncCreateDecoder()
- SetCDMProxy()
- CreateDecoder()
DecoderFactory
video
video tag
HTMLMediaElement
MediaFormatReader
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