



parent side

child side

platform: Firefox OS(gonk)  
branch: Firefox OS 1.4 (gecko30)

SimpleClientTiledThebesLayer is used for scrollable Thebes layer  
But enabled only when "Layers: Simple Tiles" is ON in Setting app

control

control

- RenderLayer()

- Disconnect()

hold reference

IPC

IPC

PaintedTiledLayerBuffer() via IPC message(OpUseTiledLayerBuffer)

IPC

"IPC wrapper" for an underlying GraphicBuffer

Notified when a tiled layer buffer is updated

IPDL actor used by CompositableClient to match with its corresponding CompositableHost on the compositor side.

manages the texture-specific logic for composite layers, independently from the layer

An abstract implementation of a tile buffer. Covers the logic of moving and reusing tiles.

Provides a cross-platform interface to a set of operations for compositing quads.

An abstract implementation of a tile buffer. This code covers the logic of moving and reusing tiles and leaves the validation up to the implementor.

A descriptor used to deliver BasicTiledLayerTile from client to host by OpUseTiledLayerBuffer all tiles are delivered in the ReadLock state.

Recycle TextureClient TextureClients are automatically recycled depends on reference count when they are released by compositor side.

Represent a single tile in tiled buffer

Heap-allocated chunk of arbitrary data with threadsafe refcounting.

Re-created for every OpUseTiledLayerBuffer

Provides the necessary API for CompositorOGL to composite a TextureSource.

- ClipRectInLayersCoordinates()  
- DrawQuad()

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- GetSurfaceDescriptorTiles()

generate

draw to

used for initialization

create

create

create

copy draw result