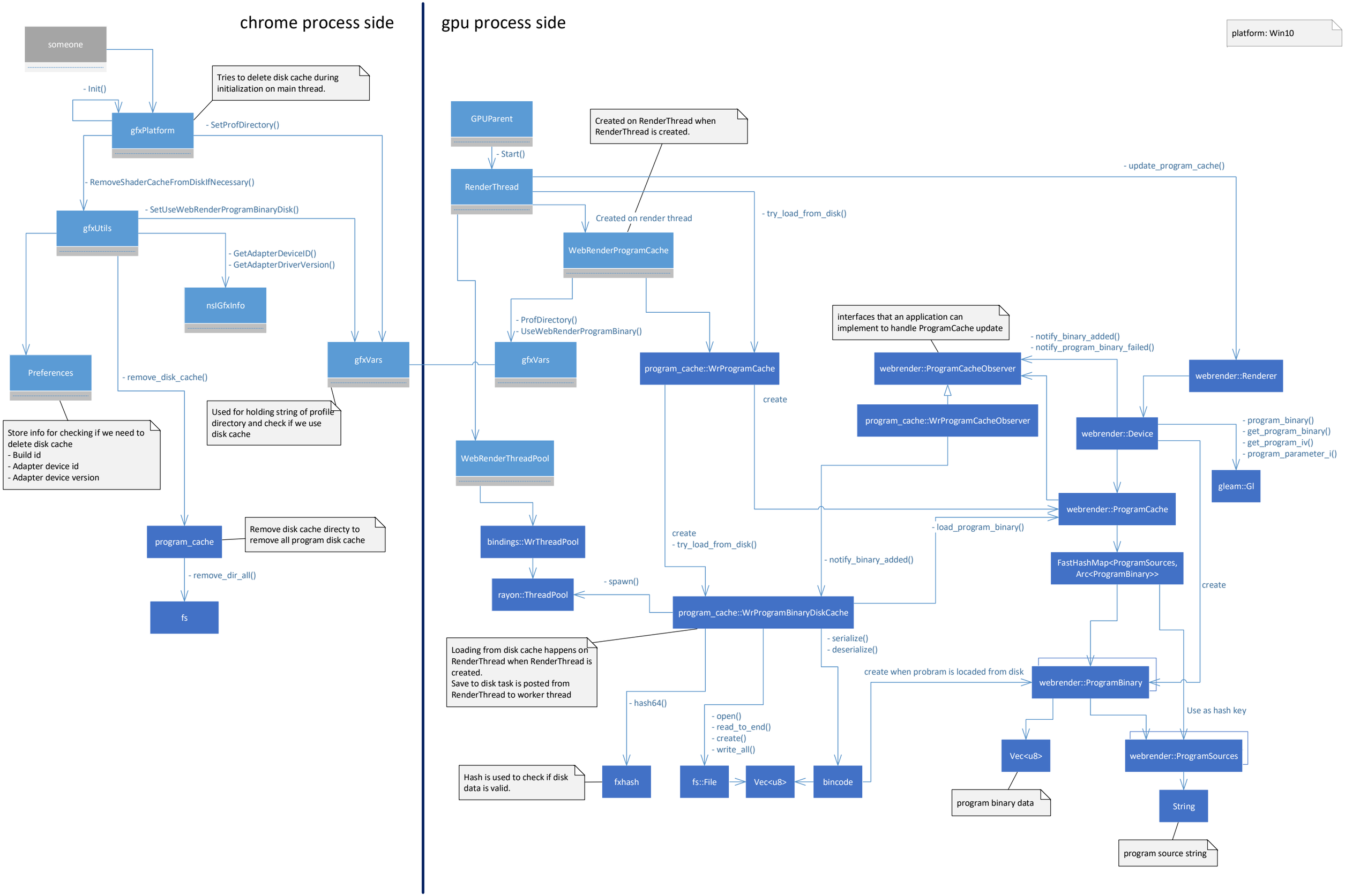
chrome process side
gpu process side
platform: Win10
someone
- Init()
gfxPlatform
Tries to delete disk cache during initialization on main thread.
- SetProfDirectory()
- RemoveShaderCacheFromDiskIfNecessary()
gfxUtils
- SetUseWebRenderProgramBinaryDisk()
- GetAdapterDeviceID()
- GetAdapterDriverVersion()
nsIGfxInfo
Preferences
Store info for checking if we need to delete disk cache
- Build id
- Adapter device id
- Adapter device version
- remove_disk_cache()
gfxVars
Used for holding string of profile directory and check if we use disk cache
program_cache
Remove disk cache directy to remove all program disk cache
- remove_dir_all()
fs
GPUParent
- Start()
RenderThread
Created on RenderThread when RenderThread is created.
Created on render thread
- try_load_from_disk()
- update_program_cache()
WebRenderProgramCache
- ProfDirectory()
- UseWebRenderProgramBinary()
gfxVars
program_cache::WrProgramCache
create
WebRenderThreadPool
bindings::WrThreadPool
rayon::ThreadPool
- spawn()
create
- try_load_from_disk()
- notify_binary_added()
program_cache::WrProgramBinaryDiskCache
Loading from disk cache happens on RenderThread when RenderThread is created.
Save to disk task is posted from RenderThread to worker thread
- serialize()
- deserialize()
- hash64()
- open()
- read_to_end()
- create()
- write_all()
Hash is used to check if disk data is valid.
fxhash
fs::File
Vec<u8>
bincode
interfaces that an application can implement to handle ProgramCache update
webrender::ProgramCacheObserver
- notify_binary_added()
- notify_program_binary_failed()
program_cache::WrProgramCacheObserver
webrender::Renderer
webrender::Device
- program_binary()
- get_program_binary()
- get_program_iv()
- program_parameter_i()
gleam::Gl
webrender::ProgramCache
- load_program_binary()
FastHashMap<ProgramSources, Arc<ProgramBinary>>
create
create when probram is locaded from disk
webrender::ProgramBinary
Use as hash key
Vec<u8>
program binary data
webrender::ProgramSources
String
program source string