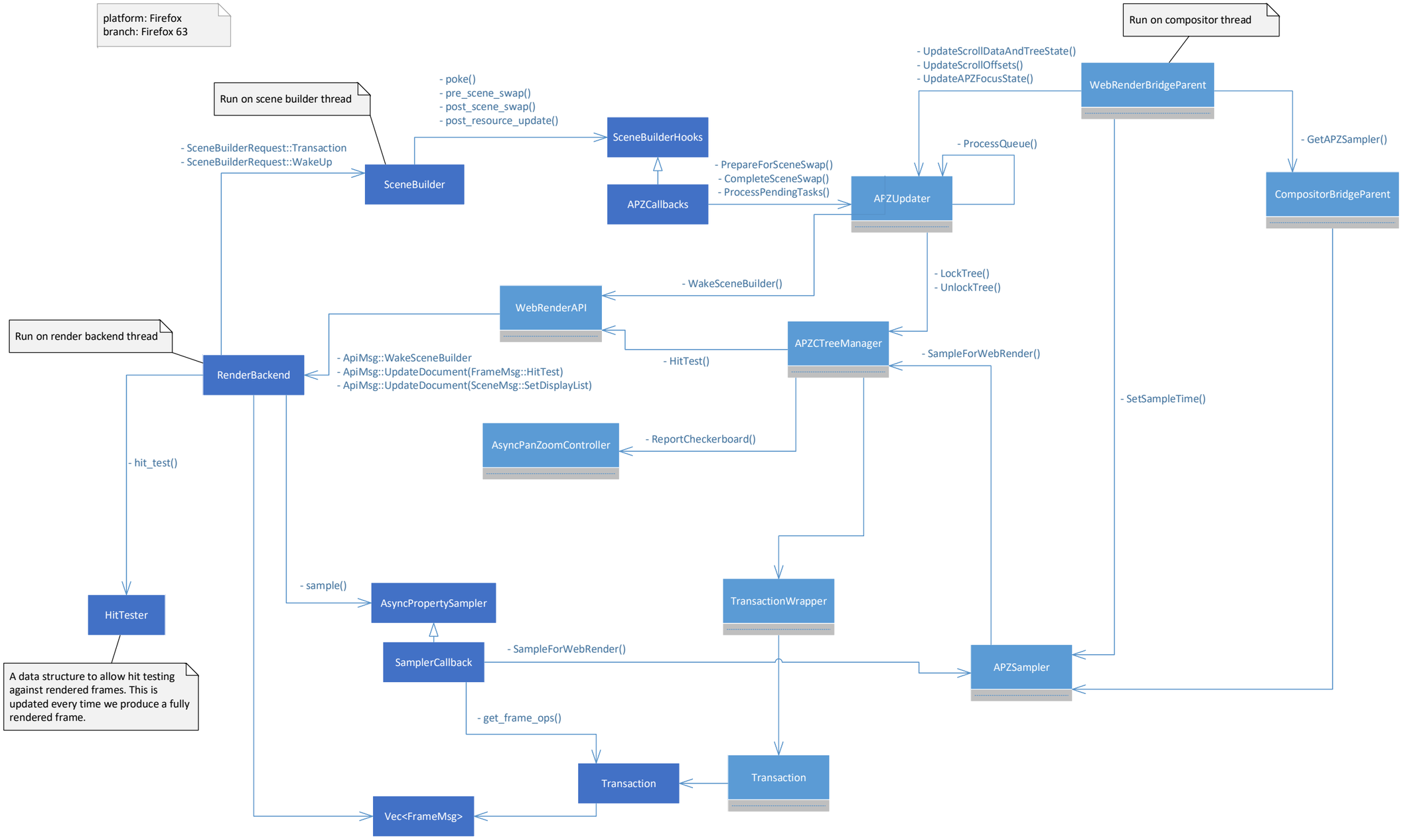
platform: Firefox
branch: Firefox 63
Run on compositor thread
Run on scene builder thread
Run on render backend thread
- UpdateScrollDataAndTreeState()
- UpdateScrollOffsets()
- UpdateAPZFocusState()
WebRenderBridgeParent
- poke()
- pre_scene_swap()
- post_scene_swap()
- post_resource_update()
SceneBuilderHooks
- GetAPZSampler()
- SceneBuilderRequest::Transaction
- SceneBuilderRequest::WakeUp
SceneBuilder
- ProcessQueue()
- PrepareForSceneSwap()
- CompleteSceneSwap()
- ProcessPendingTasks()
APZCallbacks
APZUpdater
CompositorBridgeParent
- LockTree()
- UnlockTree()
- WakeSceneBuilder()
WebRenderAPI
APZCTreeManager
- HitTest()
- SampleForWebRender()
RenderBackend
- ApiMsg::WakeSceneBuilder
- ApiMsg::UpdateDocument(FrameMsg::HitTest)
- ApiMsg::UpdateDocument(SceneMsg::SetDisplayList)
- SetSampleTime()
AsyncPanZoomController
- ReportCheckerboard()
- hit_test()
- sample()
AsyncPropertySampler
TransactionWrapper
HitTester
SamplerCallback
- SampleForWebRender()
APZSampler
A data structure to allow hit testing against rendered frames. This is updated every time we produce a fully rendered frame.
- get_frame_ops()
Transaction
Transaction
Vec<FrameMsg>