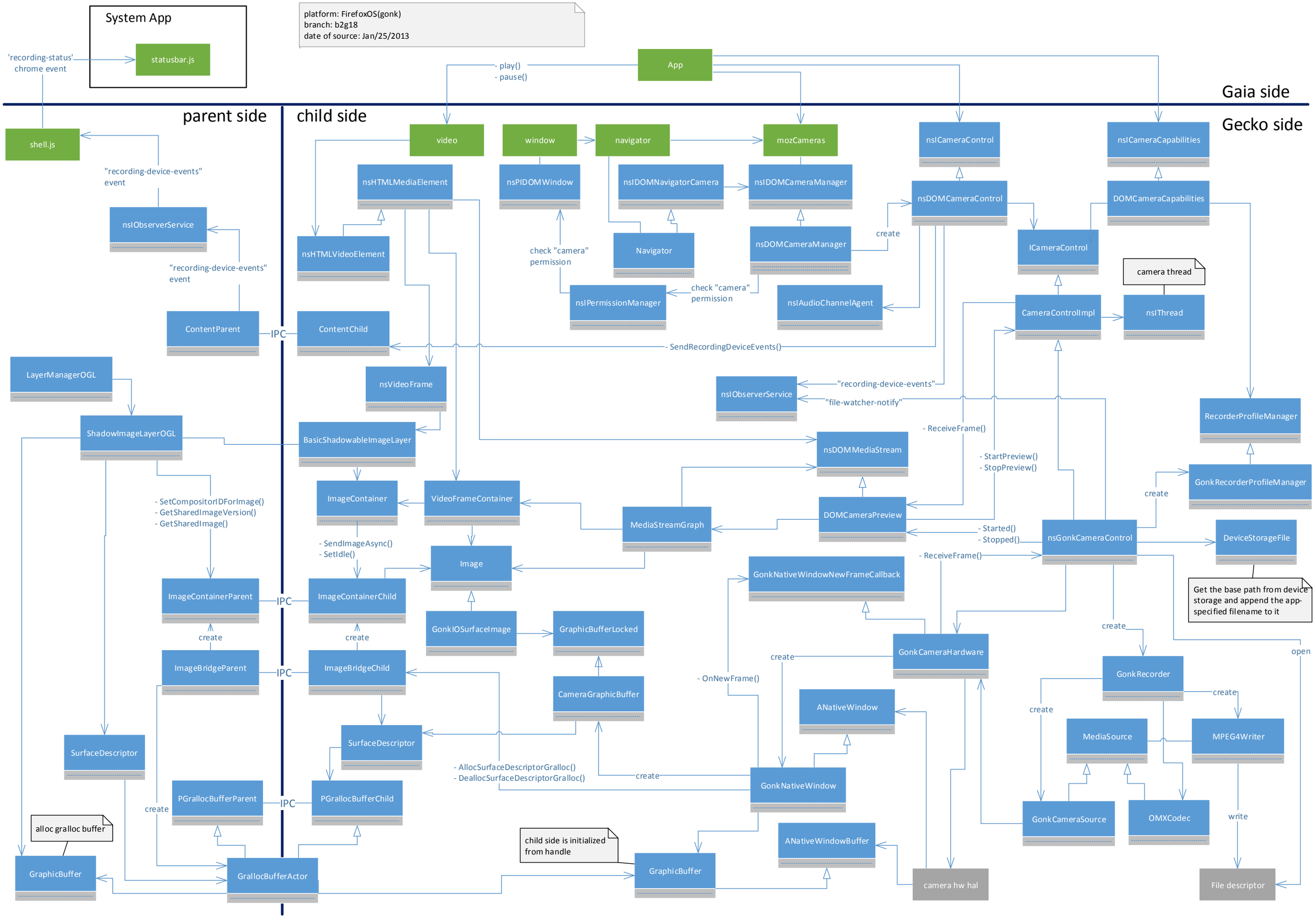
System App
statusbar.js
'recording-status' chrome event
platform: FirefoxOS(gonk)
branch: b2g18
date of source: Jan/25/2013
App
- play()
- pause()
Gaia side
Gecko side
parent side
child side
shell.js
"recording-device-events" event
nsIObserverService
"recording-device-events" event
ContentParent
IPC
ContentChild
video
window
navigator
mozCameras
nsICameraControl
nsICameraCapabilities
nsHTMLMediaElement
nsPIDOMWindow
nsIDOMNavigatorCamera
nsIDOMCameraManager
nsDOMCameraControl
DOMCameraCapabilities
nsHTMLVideoElement
check "camera" permission
Navigator
nsDOMCameraManager
create
ICameraControl
camera thread
nsIPermissionManager
check "camera" permission
nsIAudioChannelAgent
CameraControlImpl
nsIThread
- SendRecordingDeviceEvents()
LayerManagerOGL
nsVideoFrame
nsIObserverService
"recording-device-events"
"file-watcher-notify"
RecorderProfileManager
ShadowImageLayerOGL
BasicShadowableImageLayer
nsDOMMediaStream
- ReceiveFrame()
- StartPreview()
- StopPreview()
GonkRecorderProfileManager
create
ImageContainer
VideoFrameContainer
MediaStreamGraph
DOMCameraPreview
- Started()
- Stopped()
nsGonkCameraControl
DeviceStorageFile
- SetCompositorIDForImage()
- GetSharedImageVersion()
- GetSharedImage()
- SendImageAsync()
- SetIdle()
Image
- ReceiveFrame()
GonkNativeWindowNewFrameCallback
Get the base path from device storage and append the app-specified filename to it
ImageContainerParent
IPC
ImageContainerChild
GonkIOSurfaceImage
GraphicBufferLocked
create
create
GonkCameraHardware
create
open
ImageBridgeParent
IPC
ImageBridgeChild
- OnNewFrame()
GonkRecorder
create
CameraGraphicBuffer
ANativeWindow
create
create
MediaSource
MPEG4Writer
SurfaceDescriptor
SurfaceDescriptor
- AllocSurfaceDescriptorGralloc()
- DeallocSurfaceDescriptorGralloc()
create
GonkNativeWindow
PGrallocBufferParent
IPC
PGrallocBufferChild
create
GonkCameraSource
OMXCodec
write
alloc gralloc buffer
child side is initialized from handle
ANativeWindowBuffer
GraphicBuffer
GrallocBufferActor
GraphicBuffer
camera hw hal
File descriptor