Subject: Chromium embedded in U++
Posted by tojocky on Tue, 29 Mar 2011 16:46:09 GMT
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Hello All,

I propose to integrate Google Chrome (Chromium) browser in U++.

The idea is: U++ application process will run the original Chrome browser process and communicate via IPC (Inter Process Communication).

Let look to Google process architecture:

I hope we need to integrate in U++ only Browser process functionality and wrap RenderViewHost. Render processes will be original Chrome executable(s).

What is good:

Cross-OS browser in U++;
The U++ application file size will be less than all Chrome functionality;
The hard work of the browser will be in separate process - render (Google chrome or Chromium);
The compile time and hardware requirements for compile will be less (not minim 4 gb of RAM);
The stability will not be lost in case of browser crash;
Can control render processes and turn off the unanswerable processes.

But can be some problems:

Version compatibility

The original idea was posted here

What we need to test:

If is possible to integrate browser functionality in U++ and wrap only the "RenderViewHost".
If is possible to get Chrome version and other details via IPC.

Any advice are welcome!

Interesting links can be:

http://www.chromium.org/developers/design-documents/multi-pr ocess-architecture

http://code.google.com/p/chromiumembedded/

File Attachments

1) arch.png, downloaded 3764 times

