

Title (en)

VIDEO DISPLAY METHOD OF REFLEX ACTION OF MOVING BODY.

Title (de)

VIDEO-ANZEIGEVERFAHREN FÜR DIE REFLEXE EINES SICH BEWEGENDEN GEGENSTANDEN.

Title (fr)

PROCEDE D'AFFICHAGE VIDEO DES REFLEXIONS D'UN OBJET MOBILE.

Publication

**EP 0026232 A4 19810515 (FR)**

Application

**EP 79901336 A 19800507**

Priority

JP 12686578 A 19781017

Abstract (en)

[origin: EP0026232A1] Video-game display method presents a ball by four points (P, Q, S, T) defining e.g. a square, identified by x, y axis coordinates ( $P = x_1y_1$ ,  $Q = x_2y_1$ ,  $S = x_1y_2$ ,  $T = x_2y_2$ ). As well as representing straight wall rebound it can represent rebound from corners or curved surfaces as occurring when only one point P, Q, S, or T strikes an obstacle. Rebound of displayed ball from corners or curved surfaces appears more natural.

IPC 1-7

**A63F 9/22**; **H04N 7/18**; **G06F 15/44**; **G09G 1/00**

IPC 8 full level

**G06F 19/00** (2006.01); **G09G 1/00** (2006.01); **G09G 5/42** (2006.01); **H04N 7/00** (2011.01); **H04N 7/18** (2006.01)

CPC (source: EP)

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