Title (en)
LATENCY EFFECT IN MULTI-PLAYER VIDEO GAME REDUCED BY SURROGATE AGENT

Title (de)
VERMINDERUNG DER VERZÖGERUNGSEFFEKTS IN EINEM VIDEOSPIEL FÜR MEHRERE SPIELER DURCH EINEN STELLVERTRETERAGENTEN

Title (fr)
PROCEDE PERMETTANT DE REDUIRE LES EFFETS DE LATENCE DANS UN JEU VIDEO A PLUSIEURS JOUEURS ET FAISANT APPEL A UN AGENT DELEGUE

Publication
EP 0870268 A2 19981014 (EN)

Application
EP 97939121 A 19970919

Priority
• IB 9701128 W 19970919
• US 72241396 A 19961001

Abstract (en)
[origin: WO9814898A2] A data processing system processes an interactive software application for a competition between two or more users. The system comprises user-interface machines for actuation by respective ones of the users. The machines are interconnected via a network. In order to effectively eliminate latency, a user is represented at the other users' machines as an agent whose reaction to an action of the other user is governed by a rule base stored in the system.

IPC 1-7
G06F 19/00; A63F 9/22; G06F 17/60

IPC 8 full level
G06F 15/16 (2006.01); A63F 13/12 (2006.01); G06F 13/00 (2006.01); G06N 5/04 (2006.01)

CPC (source: EP US)
A63F 13/12 (2022.01 - EP); A63F 13/30 (2014.09 - EP); A63F 13/75 (2014.09 - US); G06N 5/04 (2013.01 - EP); A63F 13/67 (2014.09 - US); A63F 2300/50 (2013.01 - EP); A63F 2300/534 (2013.01 - EP); A63F 2300/6027 (2013.01 - EP); A63F 2300/8011 (2013.01 - EP)

Citation (search report)
See references of WO 9814898A2

Designated contracting state (EPC)
DE FR GB

DOCDB simple family (publication)
WO 9814898 A2 19980409; WO 9814898 A3 19980618; EP 0870268 A2 19981014; JP 2000502276 A 20000229

DOCDB simple family (application)
IB 9701128 W 19970919; EP 97939121 A 19970919; JP 51633998 A 19970919