

Title (en)

METHOD AND SYSTEM FOR VOLATILELY BUILDING AN IMAGE DISPLACEABLE OF A DISPLAY SYSTEM FROM A PLURALITY OF OBJECTS

Title (de)

VERFAHREN UND SYSTEM ZUR VOLATILEN ERSTELLUNG EINES AUF EINEM ANZEIGESYSTEM AUSGEBBAREN BILD AUS EINER VIELZAHL VON OBJEKTEN

Title (fr)

PROCEDE ET SYSTEME DE CONSTRUCTION VOLATILE D'UNE IMAGE A AFFICHER SUR UN SYSTEME D'AFFICHAGE A PARTIR D'UNE PLURALITE D'OBJETS

Publication

**EP 1738349 A1 20070103 (FR)**

Application

**EP 05753728 A 20050408**

Priority

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- FR 0403721 A 20040408

Abstract (en)

[origin: WO2005104086A1] The invention relates to a method for building an image displayable on a screen (1) from a plurality of objects (2) stored in a memory (3). The inventive method consists in building for each video frame of the screen (1) a line-at-a-time image directly from the objects (2) and involves the following stages: for each screen line, to build on-the-fly said line by retrieving and storing all pixels related to the objects displayable on said line in a line memory (8) in a real time and to display (9) said pixels by sending them to the screen according a pixel sequence and at a pixel frequency in such a way that the image is formed on said screen (1) only.

IPC 8 full level

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CPC (source: EP US)

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