

Title (en)

METHOD AND SYSTEM FOR DISPLAYING GRAPHICS FOR A LOCAL VIRTUAL MACHINE

Title (de)

VERFAHREN UND SYSTEM ZUR ANZEIGE VON GRAFIKEN FÜR EINE LOKALE VIRTUELLE MASCHINE

Title (fr)

PROCÉDÉ ET SYSTÈME D'AFFICHAGE DE GRAPHIQUES POUR MACHINE VIRTUELLE LOCALE

Publication

**EP 3061072 A1 20160831 (EN)**

Application

**EP 13895834 A 20131022**

Priority

US 2013066223 W 20131022

Abstract (en)

[origin: WO2015060831A1] A computing device is provided for displaying images that are two dimensional (2D) or three dimensional (3D). The computing device includes one or more processors configured to obtain graphical data that has been generated by one or more applications associated with a first virtual machine and map one or more virtual apertures or one or more actual buffers associated with the first virtual machine to a textual buffer associated with a second virtual machine. The virtual apertures are in a virtual memory space and the actual buffers are in a physical memory space. The one or more processors are also configured to process the graphical data based on the mapping. The computing device also includes a display device configured to display the 2D or 3D images using the processed graphical data.

IPC 8 full level

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