

SCREEN DISPLAY PROCESSING APPARATUS, SCREEN DISPLAY
PROCESSING METHOD AND COMPUTER PROGRAM

ABSTRACT OF THE DISCLOSURE

In order to efficiently conduct the display processing of a GUI screen by suppressing the drawing of unnecessary objects, the objects are, first, searched from the front toward the rear according to a reverse painter's algorithm while tracing a z-order for processing the drawing. In this step, flags necessary for the drawing may be raised instead of drawing the objects, and a z-buffer needs not be provided. The objects can be really drawn from the rear toward the front according to a painter's algorithm.

FIG. 1