FIG 1A

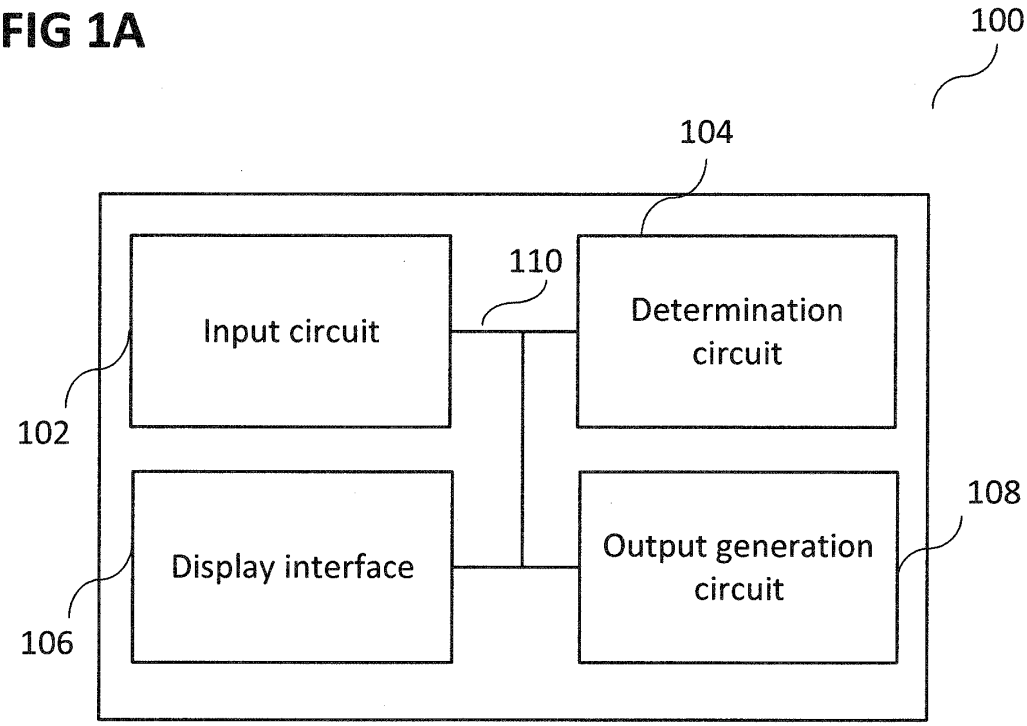

100
104
110
Input circuit
Determination circuit
102
Display interface
Output generation circuit
108
106

FIG 2

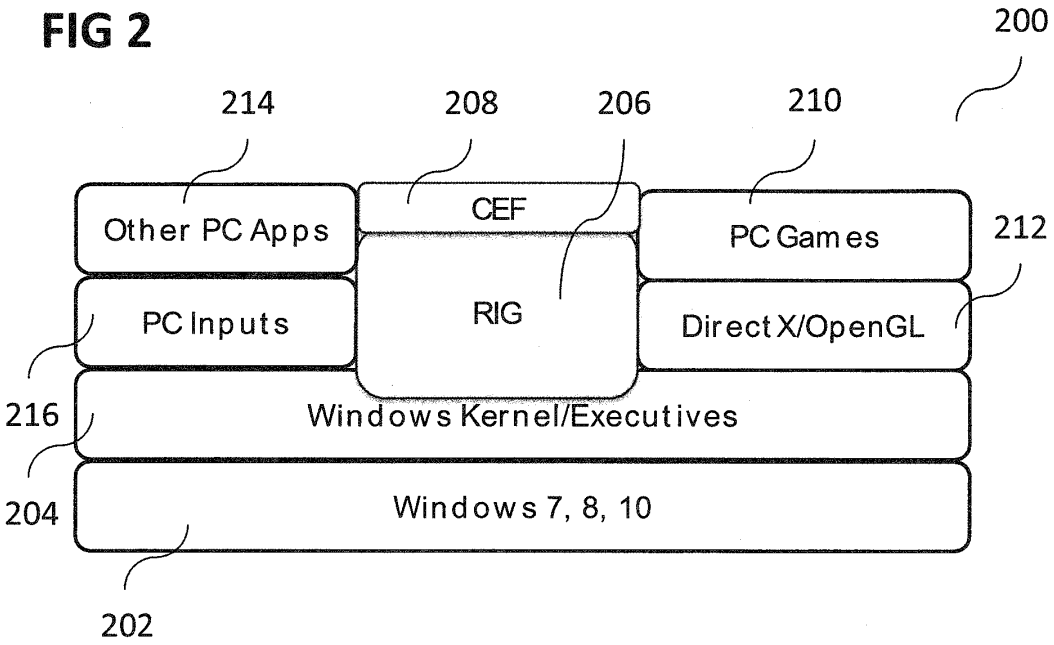

200
214
208
206
210
Other PC Apps
CEF
PC Games
212
PC Inputs
RIG
DirectX/OpenGL
216
Windows Kernel/Executives
204
Windows 7, 8, 10
202

FIG 1B

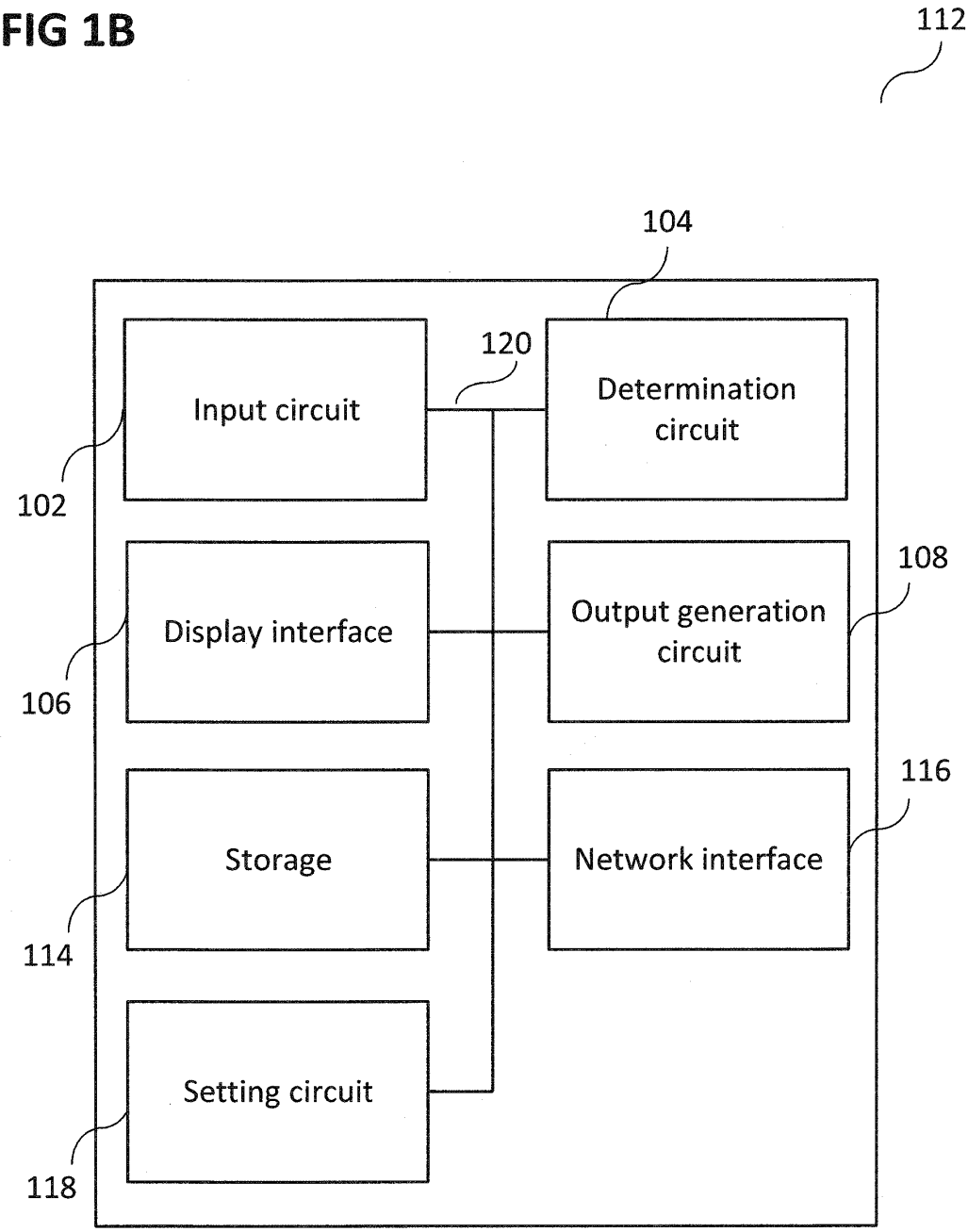

112
104
120
Input circuit
Determination circuit
102
Display interface
Output generation circuit
108
106
Storage
Network interface
116
114
Setting circuit
118

FIG 1C

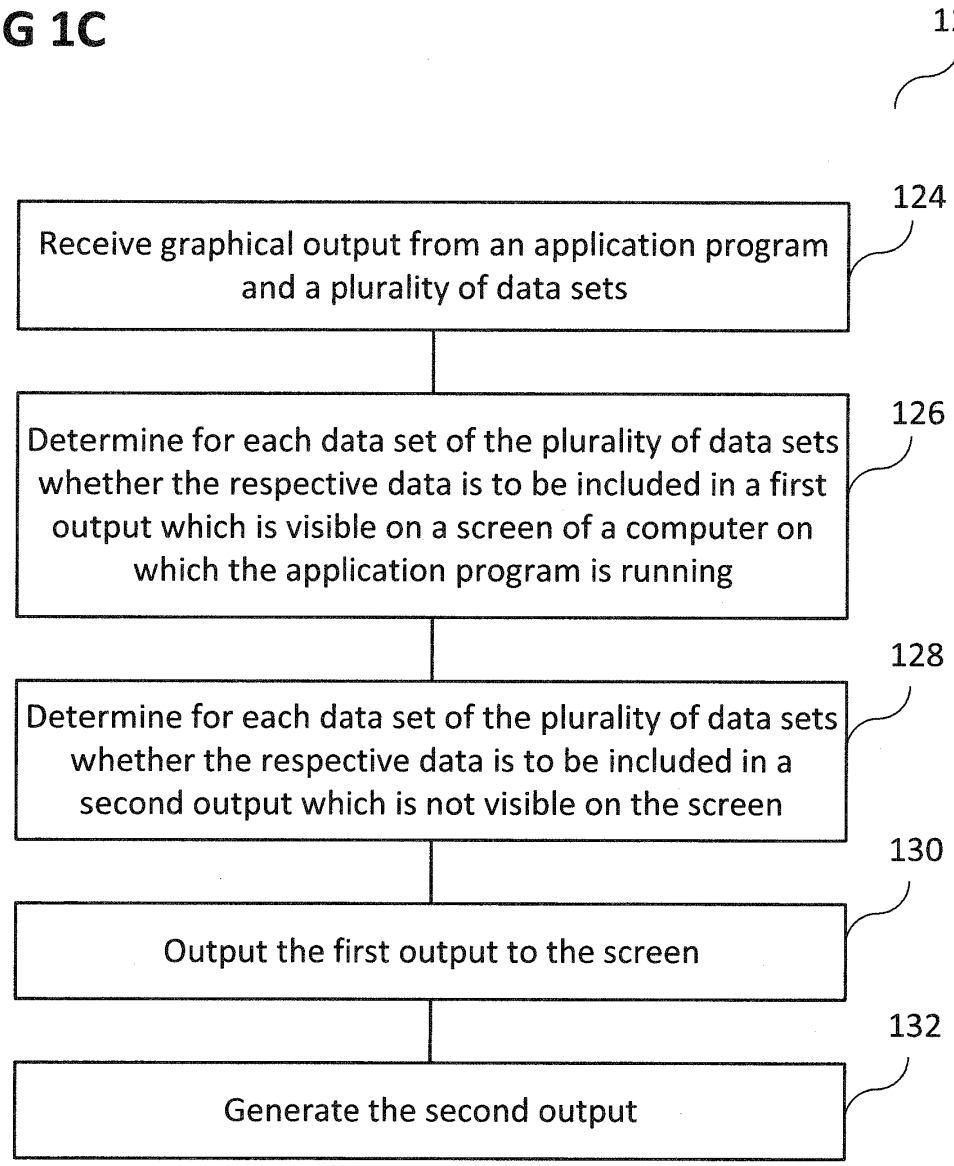

122
Receive graphical output from an application program and a plurality of data sets
124
Determine for each data set of the plurality of data sets whether the respective data is to be included in a first output which is visible on a screen of a computer on which the application program is running
126
Determine for each data set of the plurality of data sets whether the respective data is to be included in a second output which is not visible on the screen
128
Output the first output to the screen
130
Generate the second output
132

FIG 3A

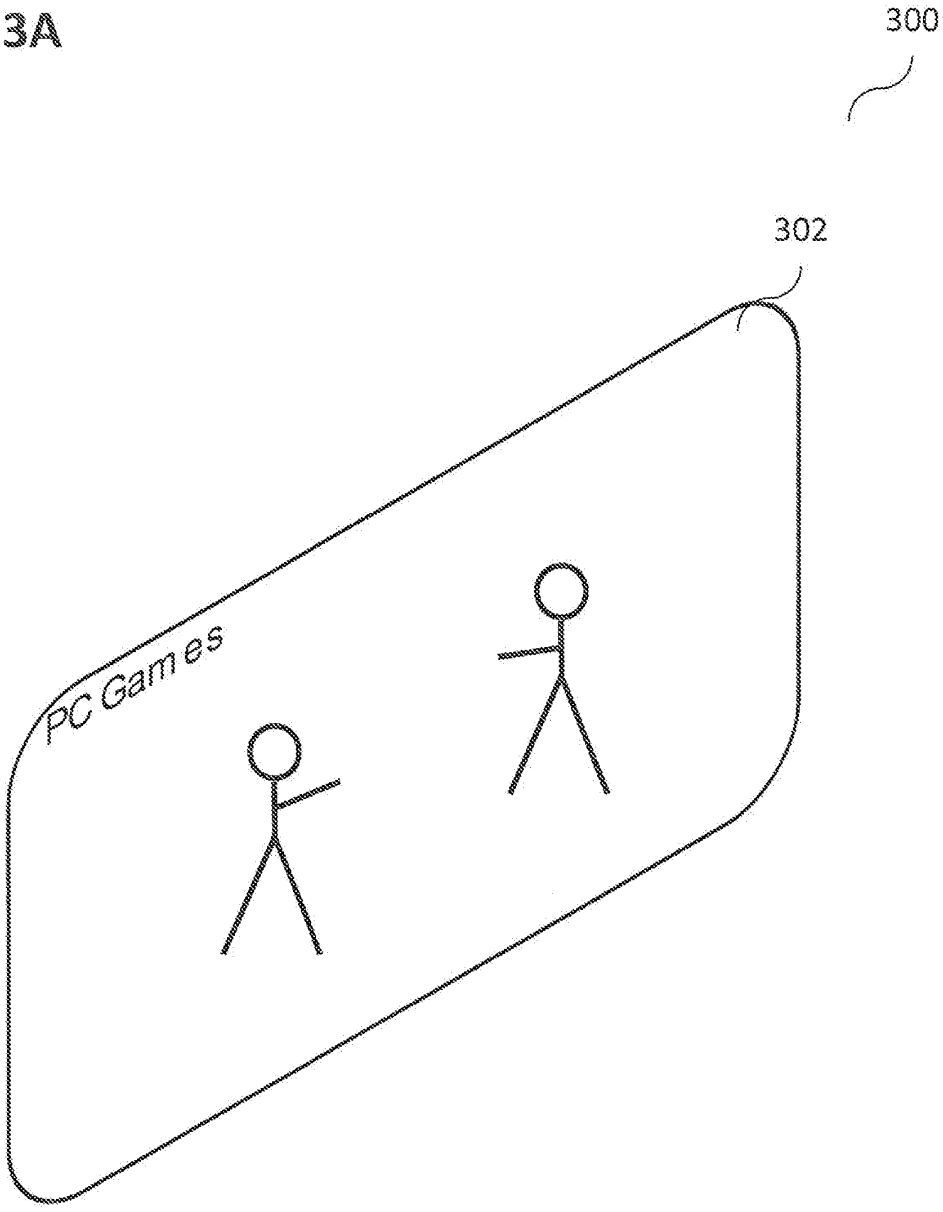


FIG 3B

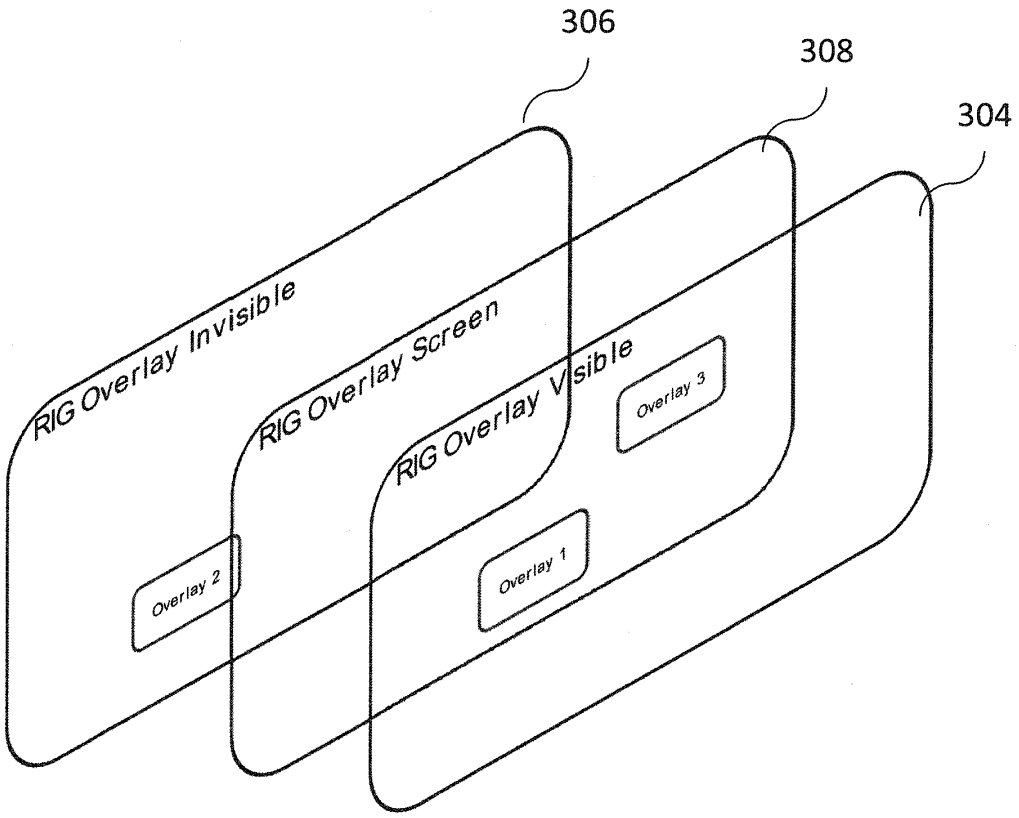

310
306
308
304
RIG Overlay Invisible
RIG Overlay Screen
RIG Overlay Visible
Overlay 3
Overlay 2
Overlay 1

FIG 3C

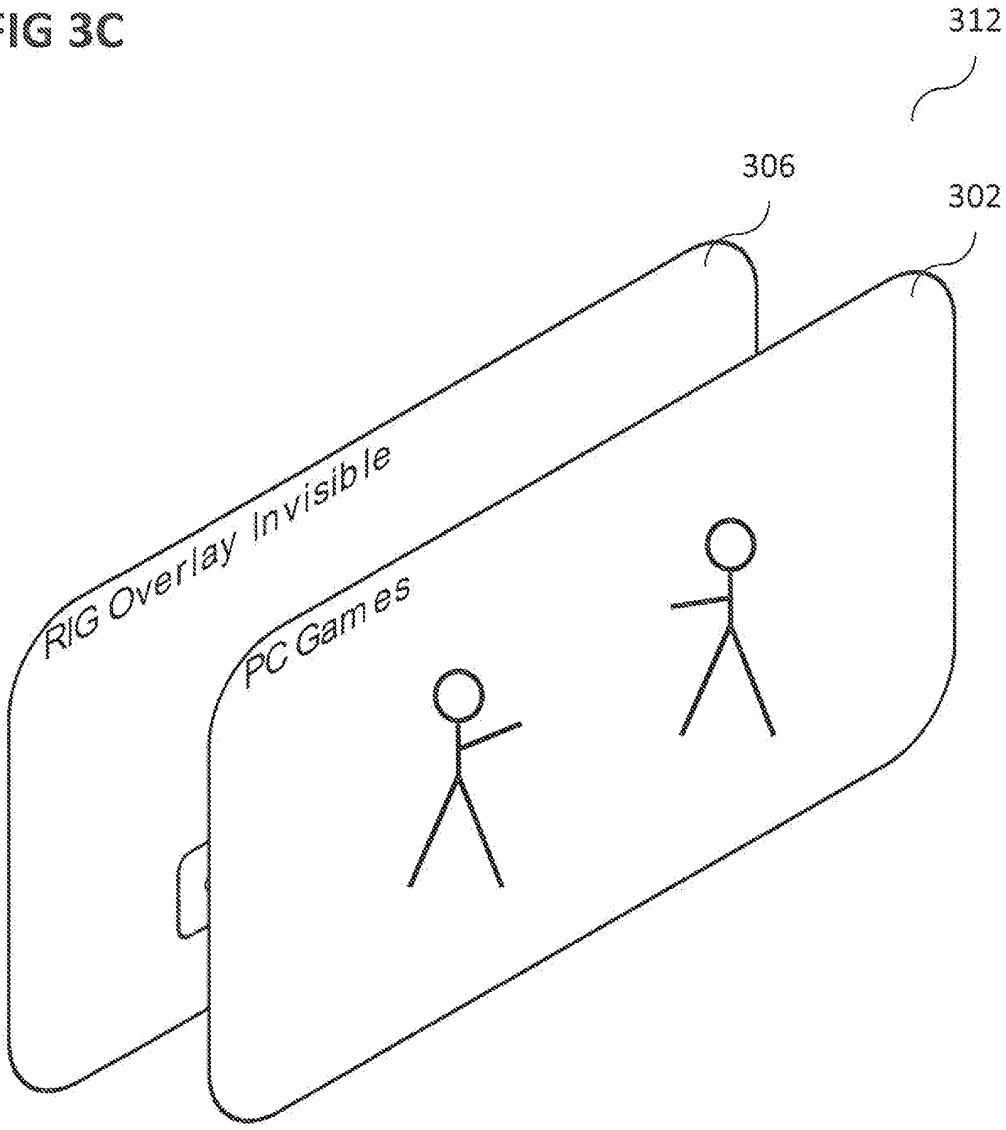


FIG 3D

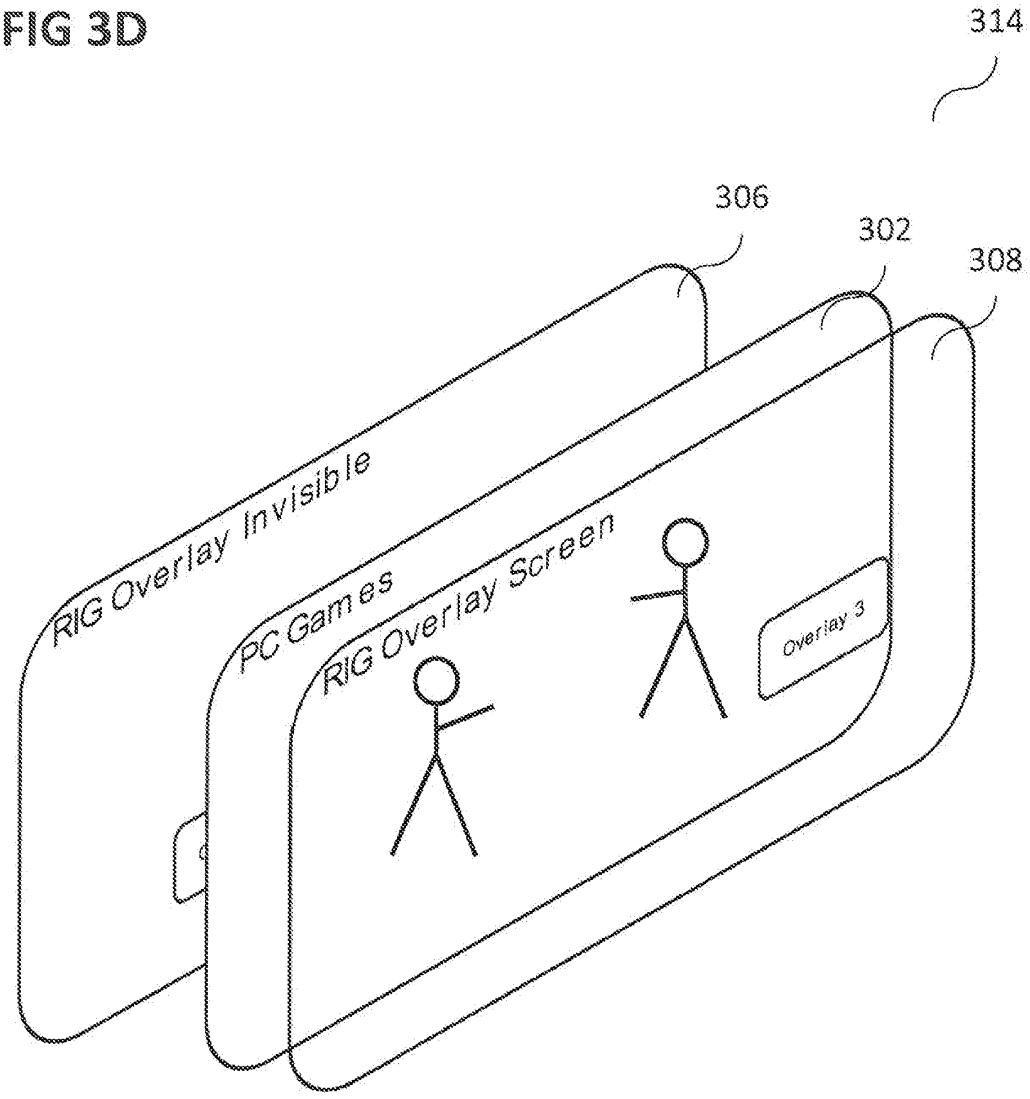

314
306
302
308
RIG Overlay Invisible
PC Games
RIG Overlay Screen
Overlay 3

FIG 3E

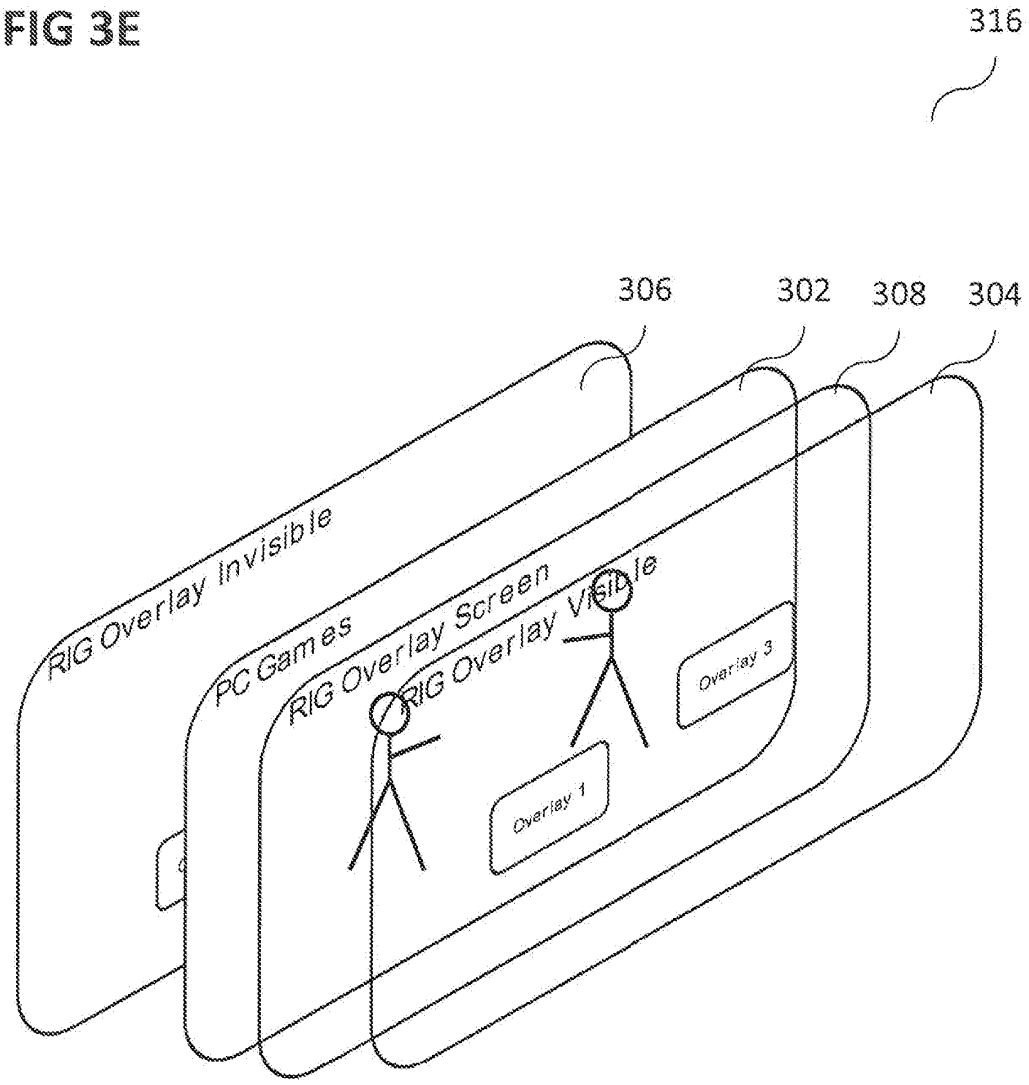

316
306
302
308
304
RIG Overlay Invisible
PC Games
RIG Overlay Screen
RIG Overlay Visible
Overlay 3
Overlay 1

FIG 3F

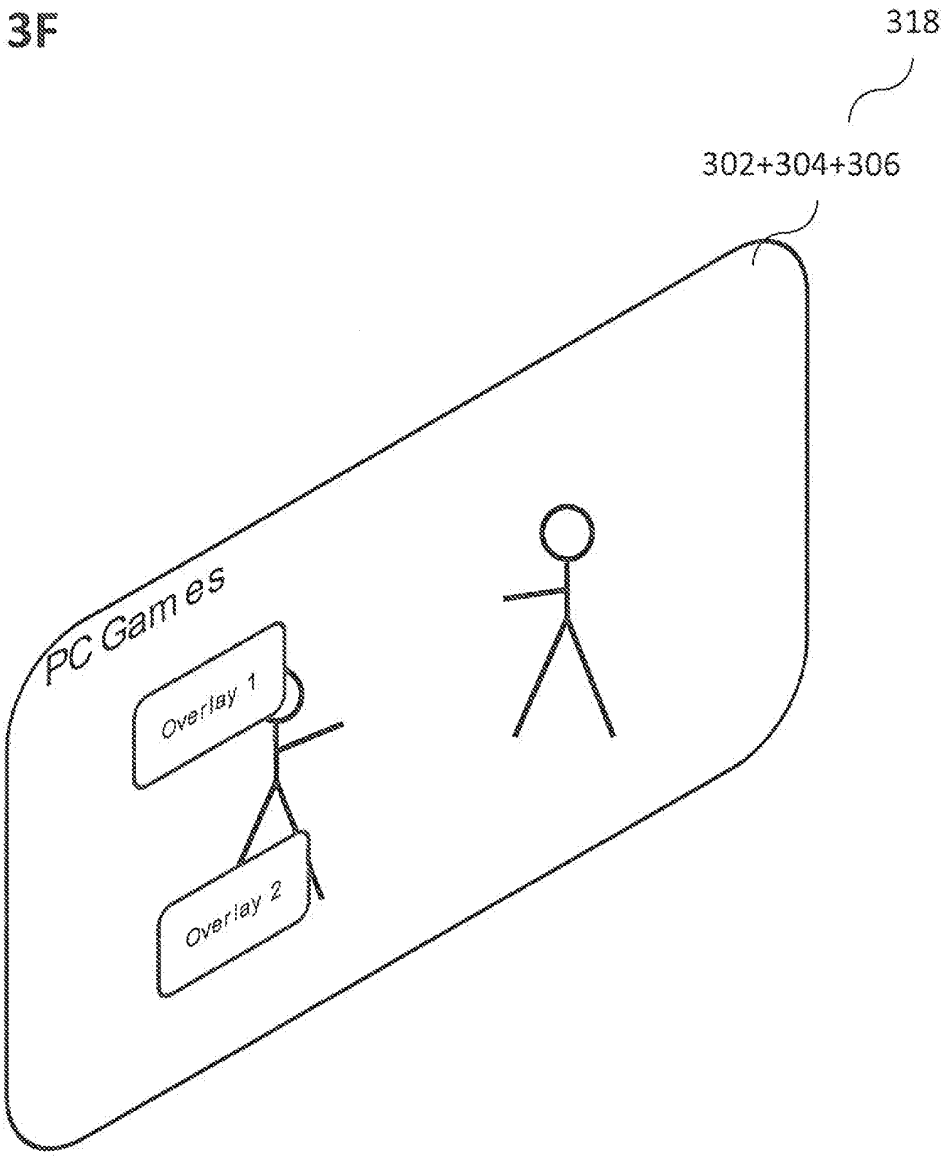


FIG 3G

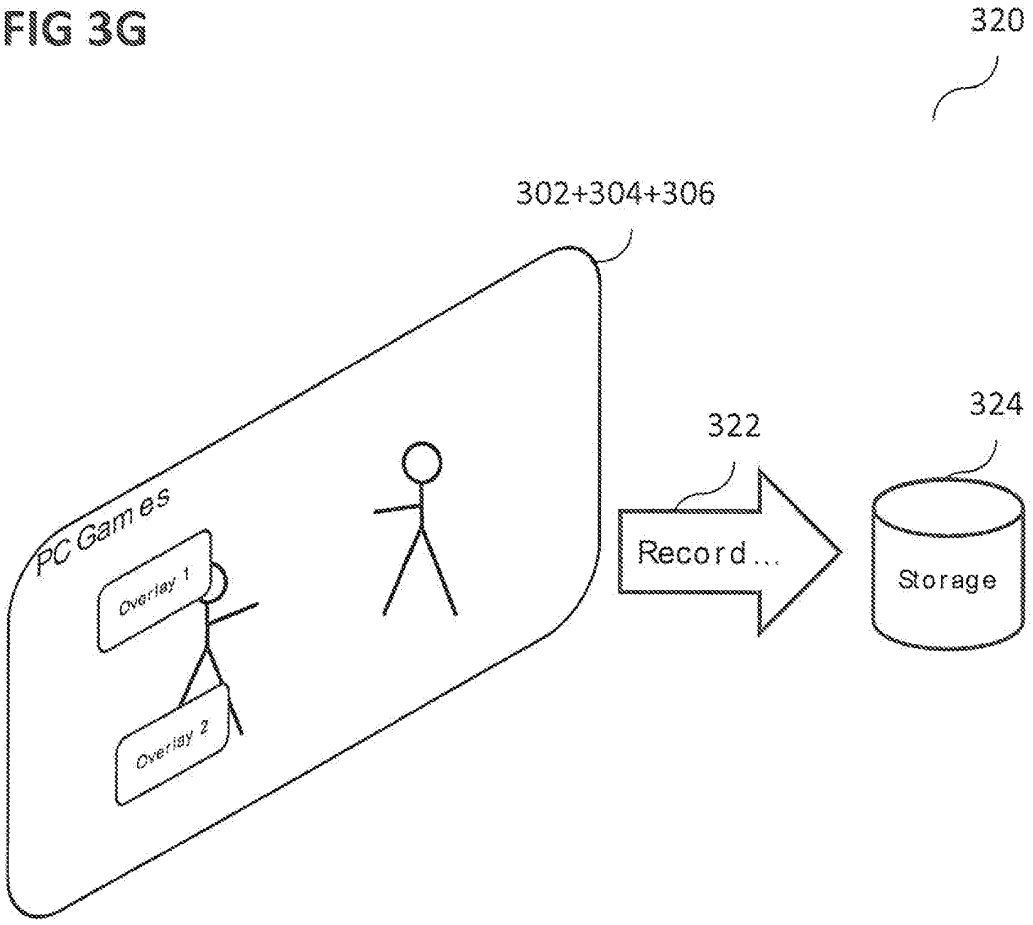
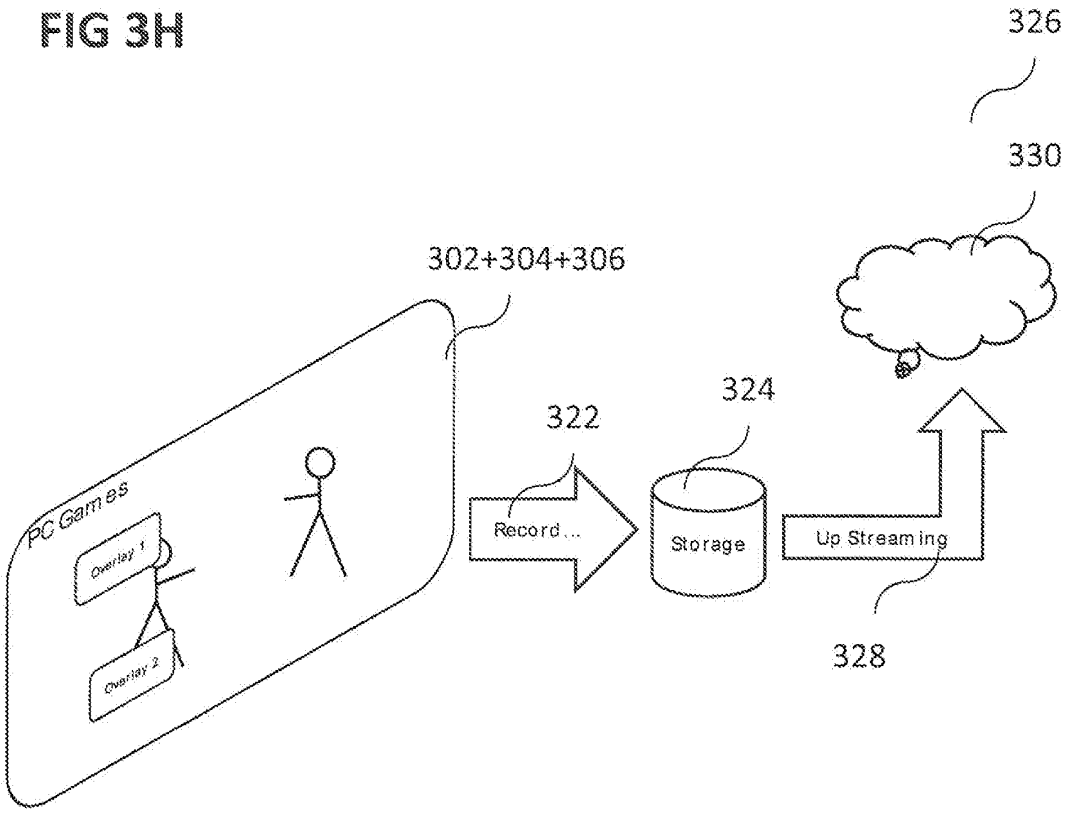

320
302+304+306
PC Games
Overlay 1
Overlay 2
322
Record...
324
Storage

FIG 3H


326
330
302+304+306
322
324
PC Games
Overlay 1
Overlay 2
Record ...
Storage
Up Streaming
328