

## Specification

[Title of the Invention]

Method and Apparatus of Displaying Objects on Client Areas  
and Display Device used therefor

[Detailed Description of the Invention]

[0001]

[Background of the Invention]

This invention relates to a method of displaying an object and a display device used therefor. More particularly, this invention relates to a method of displaying an object in a plurality of independent client areas where at least one of the client areas independently scrolls for allowing the relationship among the objects the relative position of which is changed by a scroll of a client area to be visually easily understood while they are displayed in a plurality of client areas, and a display device used therefor.

[0002]

[Prior Art]

Various applications have been heretofore used in which a plurality of independent client areas exist and at least one of the client areas independently scrolls. Fig.21 shows an example of a display screen of such applications in which a client area A is provided in parallel with a client area B and scroll bars 50A, 50B are provided in each client area. Generally, the scroll bars 50A, 50B are generated by a function of an operating system when the client areas A, B are smaller than a logical display area 51. As shown in

Fig.21, when a plurality of independent client areas exist, it is desired to display a point or an area in the client area A in correlation to a point or an area in the client area B.

[0003]

In such case, it is necessary to display an object such as a line connecting related points, or a figure including a rectangle, a circle and an ellipse encompassing related areas across the client areas A and B. It may be also necessary to display an object of an image or a character string across the client areas A and B. Fig.22 (a) shows an example in which related points are connected by a line. Fig.23 (a) shows an example of a rectangle encompassing related areas. Fig.24 (a) shows an example of displaying with an image. Fig.25 (a) shows an example of displaying a character string.

[0004]

[Summary of the Invention]

As described in the above, when a correlation between the client area A and the client area B is displayed by an object, the correlation can be visually understood at a glance. However, if a client area, for example the client area B, is scrolled, the position of the object within the client area B moves and the relative position of the object within the client area A to the object within the client area B changes.

[0005]

As an example of a case where an object is offset at the boundary of the client areas A and B by scrolling the client area B, Fig.22 (b) shows an example in which related points are connected by a line, Fig.23 (b) shows an example of a rectangle encompassing related areas, Fig.24 (b) shows an example of displaying with an image, and Fig.25 (b) shows an example of displaying a character string. In these examples, an object in the client area A and an object in the client area B are offset at the boundary between the client area A and the client area B, inviting a problem that a correlation can not be shown. Further, in an extreme case, there was a problem that an object in the client area A and an object in the client area B showed a wrong correlation or a wrong meaning.

[0006]

In order to solve such problem, it may be conceived to render related objects among objects lying across a plurality of client areas in a same color or to flash such related objects. However, it is a problem that the original color changes when related objects are rendered in a same color. In addition, it is a problem that the number of objects increases when related objects are flashed. Therefore, none of the above solution could be a radical solution to solve the above problem.

[0007]

It is an object of this invention to provide a method of displaying objects displayed in a plurality of client areas in which a relationship between such objects can be easily understood at a glance without changing an original color or flashing, and a display device used therefor.

[0008]

[Solution of the Objectives]

The inventive method of displaying objects in a plurality of client areas relate to a method in which a plurality of independent client areas exist and at least one the client areas independently scrolls and particularly to a method of displaying a relationship between objects displayed in a plurality of client areas the relative position of which is changed by scrolling a client area. In a first invention, an object is displayed by following the movement caused by scrolling. In a second invention, an object is displayed by enlarging the object by the amount of movement caused by scrolling. In a third invention, an object is displayed by marking a junction between objects in scrolling. In either case, correlation of objects displayed in a plurality of client areas can be visually understood at a glance easily.

[0009]

In a preferred embodiment common to the first, the second and the third inventions, when a plurality of objects exist and scrolling causes the objects to be crossed each other, the objects are displayed with a space placed at the point of crossing or by a mark which indicates that objects are crossing while, when a plurality of objects exist and scrolling causes the objects to be overlapped each other, the objects are displayed with the overlapped portion offset. In either case, a complex image is preferably displayed legibly.

[0010]

This Sheet Has Been Replaced



In another preferred embodiment common to the first, the second and the third inventions, the objects return to the initial display assuming at the time when the scroll position of an object is correlated by clicking a part of the object. This is preferable because the position and the shape of an object which goes out of a client area by scrolling over a large extent can be simply returned to the original position and shape.

[0011]

The inventive display device for displaying an object displayed in a plurality of client areas comprises an overall control part including a client area managing part and a rendering object managing part, client area control parts provided corresponding, in number, to the number of the client areas and each having an external event input part and a position calculating part, and a control part for various figures having rendering/output parts for respective figures. In the display device of the above described configuration, each position calculating part recalculates the rendering position of an object in each client area with reference to client area managing information from the client area managing part and rendering object managing information from the rendering object managing part based on an external event inputted in the external event input part and causes the rendering/output part to display a rendering object in each client area based on the calculated rendering position of the object. The above described display method of this invention can be thus preferably implemented.

[0012]

## [Embodiment of the Invention]

Fig.1 is a block diagram showing an overall configuration of an example of the display device of this invention for displaying an object displayed in a plurality of client areas. In the following description, an example of an object lying across a plurality of client areas is described as an object displayed in a plurality of client areas. As conventionally seen, there are scroll bars in the client areas A and B. The scroll bars are generated by a function of an operating system when the client areas A and B are smaller than a logical display area. In the example shown in Fig.1, the display device 1 of this invention is provided with an overall control part 10, a client area control part 20 and a control part 30 for various figures. The overall control part 10 is provided with a client area managing part and a rendering object managing part 12. Client area information managed by the client area managing part 11 is stored in a client area managing table 13. Rendering object information managed by the rendering object managing part 12 is stored in a rendering object managing table 14.

[0013]

The client area control part 20 comprises a client area A control part 20A, a client area B control part 20B, ..... a client area N control part 20N which are provided corresponding to the number of client areas (the number is assumed to be N here). The client area A control part 20A comprises an external event input part 21A, a scroll managing/controlling part 22A and a position calculating part 23A. Similarly, other client area B control part 20B,

.... client area N control part 20N comprise external event input parts 21B ~ N, scroll managing/controlling parts 22B ~ N and position calculating parts 23B ~ N.

[0014]

The control part 30 for figures comprises a figure control part 30A of the client area A, ... a figure control part 30N of the client area N provided corresponding, in number, to the number of the client areas. The figure control part 30A of the client area A comprises a linear line control part 30A-1, a rectangle control part 30A-2 and an image control part 30A-3 provided for a linea line, a rectangle and an image. Similarly, figure control part 30B ~ 30N of the client areas B ~ N comprise linear line control part 30B-1 ~ 30N-1 , rectangle control parts 30B-2 ~ 30N-2 and image control parts 30B-3 ~ 30N-3 provided for a linea line, a rectangle and an image, respectively. In each figure control part 30A ~ 30N, the linear line control parts 30A-1 ~ 30N-1, rectangle control parts 30A-2 ~ 30N-2 and image control parts 30A-3 ~ 30N-3 are provided with rendering/output parts 31A-1 ~ 31N-1, respectively. In the above described display device 1, relationship among the components is as shown by arrow heads and solid lines.

[0015]

Fig.2 is a diagram showing a configuration of an example of the client area managing table 13. In the example shown in Fig.2, the client area managing table 13 comprises a client area, a client area ID and a client area size. A numeral corresponding to the number of client areas which a user is to use is stored in the client area. A different ID is stored for different client area in the client area ID. An

upper left corner X coordinate (L), an upper left corner Y coordinate (T), a width (W) and a height (H) are stored in the client area size.

[0016]

Fig.3 is a diagram showing the configuration of an example of the rendering object managing table 14. In the example shown in Fig.3, the rendering object managing table 14 comprises a rendering object, the kind of the object, method of expression, the number of client areas spanned across, an ID list of the client areas spanned across, a scroll position list of the client areas spanned across (horizontal scroll, vertical scroll), an ID of a client area including a starting point, an ID of a client area including an end point, a starting point (X,Y) and an end point (X,Y).

[0017]

A numeral corresponding to the number of objects which the user is to use is stored in the rendering object. When the user generates a new rendering object in a client area, the data of the rendering object is added to the rendering object managing table 14. The kind of object figure predefined by the user such as a line, a rectangle, etc., is stored in the kind of object. The kind of method of expressing an object which is predefined by the user, specifically, a choice of the first invention, the second invention or the third invention in the display method of this invention to be described later in detail, is stored in the method of expression. The number of client areas across which each object spans is stored in the number of client areas spanned across. ID's of client areas across

which each object spans is stored in a list in the ID list of client areas spanned across. Each client area spanning across X and Y coordinates of the current position of the scroll box is stored in a list in the scroll position list (horizontal scroll, vertical scroll) of client areas spanned across. An ID of a client area in which the starting point of each object exists is stored in the ID of client area including a starting point. An ID of a client area in which the end point of each object exists is stored in the ID of client area including an end point. A relative position of each object from a reference point of the starting and end point is stored in the starting point (X, Y) and the end point (X, Y), with reference point being the upper left corner of the client area assuming when it is not scrolled at all. Fig.4 shows a concept of the scroll position, the starting point and the end point described in the above.

[0018]

The inventive method of displaying an object spanning across a plurality of client areas is now described in the aspect of a general flow of executing the method in the display device 1 shown in Fig.1. In the display device 1 of the configuration shown in Fig.1, the external event input parts 21A ~ 21N detect an external event inputted in either one of the client areas and deliver the detected external event to the client area managing part 11 and the rendering object managing part 12. The client area managing part 11 supplies client area managing information stored in the client area managing table 13 to the rendering object managing part 12. The rendering object managing part 12 determines the client area across which the object spans based on the supplied client area managing information and

rendering object managing information stored in the rendering object managing table 14 and supplies the client area managing information and the rendering object managing information to the position calculating part 23A ~ 23N of each of the determined client areas. The position calculating part 23A ~ 23N of each client area recalculates the rendering position of the object in each client area based on the supplied client area managing information and the rendering object managing information. The rendering object is displayed in each client area by the rendering/output parts 31A-3 ~ 31N-3 based on the calculated rendering position of the object. By executing the above operation each time an external event is generated, the display method of this invention can be practiced.

[0019]

A specific example of the inventive method of displaying an object spanning across a plurality of client areas is now described with reference to the drawings. The inventive method of displaying objects in a plurality of client areas relate to an application in which a plurality of independent client areas exist and each client area independently scrolls and particularly to a method of displaying a relationship between objects spanning across a plurality of client areas the relative position of which is changed by scrolling a client area.

[0020]

The first invention of the inventive display method displays an object by following the movement caused by scrolling. Fig.5 ~ Fig.7 are diagrams showing the first

invention of the inventive display method. Fig.5 shows an example in which an object spanning across a plurality of client areas is a line connecting related points.

Specifically, a starting point PS1 of the client area A has a certain relevance with the an end point PE1 of the client area B and the starting point PS1 and the end point PE1 are displayed with a line L1 connecting them. The state before being scrolled is shown in Fig.5 (a) while the state after being scrolled is shown in Fig.5 (b). As seen from Fig.5 (a) and (b), the line L1 inclines in correspondence to the amount of scroll of the client area B. The relationship between the starting point PS1 of the client area A and the end point PE1 of the client area B can thus be easily understood despite scrolling of the client area.

[0021]

Fig.6 shows an example in which an object spanning across a plurality of client areas is a figure encompassing related areas. Specifically, an area S1 of the client area A and an area S2 of the client area B have a certain correlation each other and are displayed with a rectangle R1 encompassing the areas S1 and S2. The state before being scrolled is shown in Fig.6 (a) while the state after the client area B is scrolled is shown in Fig.6 (b). As seen from Fig.6 (a) and (b), the rectangle R1 inclines in correspondence to the amount of scroll of the client area B. The relationship between the area S1 of the client area A and the area S2 of the client area B can thus be easily understood despite scrolling of the client area.

[0022]

Fig.7 shows an example in which an object spanning across a

plurality of client areas is a character string. The state before the client area B is scrolled is shown in Fig.7 (a) while the state after the client area B is scrolled is shown in Fig.7 (b). As seen from Fig.7 (a) and (b), the character string inclines in correspondence to the amount of scroll of the client area B. The meaning of the character string can thus be easily understood despite scrolling of the client area.

[0023]

The second invention of the inventive display method displays an object by enlarging or reducing the object by the amount of movement due to a scrolling. Fig.8 is a diagram showing the second invention of the inventive display method. Fig.8 shows an example in which an object spanning across a plurality of client areas is a figure encompassing areas. Specifically, an area S1 of the client area A and an area S2 of the client area B have a certain correlation each other and are displayed with a rectangle R1 encompassing the areas S1 and S2. The state before being scrolled is shown in Fig.8 (a) while the state after the client area B is scrolled is shown in Fig.8 (b). As seen from Fig.8 (a) and (b), the rectangle R1 is enlarged by the amount of movement due to the scrolling of the client area B. Therefore, the area S1 of the client area A and the area S2 of the client area B will be encompassed at least by the enlarged rectangle R1. This is true for the case of reduction. The relationship between the area S1 of the client area A and the area S2 of the client area B can thus be easily understood despite scrolling of the client area.

[0024]

The third invention of the inventive display method displays an object by marking a junction between objects in scrolling. Fig.9 ~ Fig.11 are diagrams showing the third invention of the inventive display method. Fig.9 shows an example in which an object spanning across a plurality of client areas is an image I consisting of an image I1 of the client area A and an image I2 of the client area B. In this case, the images I1 and I2 are displayed with a convex 41 affixed to the image I1 and a concave 42 affixed to the image I2 at the junction of the images I1 and I2. The convex 41 and the concave 42 are of a shape which match each other. The state before being scrolled is shown in Fig.9 (a) while the state after the client area B is scrolled is shown in Fig.9 (b). As seen from Fig.9 (a) and (b), even if the image I1 is disjoined from the image I2 at the junction, it can be easily understood by the convex 41 and the concave 42 that the image I1 and the image I2 are correlated each other.

[0025]

Fig.10 shows an example in which an object spanning across a plurality of client areas is a character string. In this case, the object is displayed with a line of a same color affixed to the junction between characters, specifically, with a line 43 affixed to the junction of characters of the client area A and a line 44 affixed to the junction of characters of the client area B. The state before being scrolled is shown in Fig.10 (a) while the state after the client area B is scrolled is shown in Fig.10 (b). As seen from Fig.10 (a) and (b), even if the character string is disjoined at the junction by scrolling the client area B, the character string can be easily understood by the lines 43 and 44 of the same color.

[0026]

Fig.11 shows an example in which an object spanning across a plurality of client areas is a figure encompassing related areas (a rectangle here). In this case, the object is displayed with a mark of same color and shape affixed to the junction between the rectangles, specifically, with a triangular mark 45 affixed to the junction of the rectangle of the client area A and a triangular mark 46 affixed to the junction of rectangle of the client area B. The state before being scrolled is shown in Fig.11 (a) while the state after scrolling the client area B is shown in Fig.11 (b). As seen from Fig.11 (a) and (b), even if the rectangle is disjointed at the junction by scrolling the client area B, the correlation between the rectangles can be easily understood by the marks 45 and 46 of the same color and shape.

[0027]

A case where a plurality of objects which span across a plurality of client areas is now described hereunder. Fig.12 shows an example in which a plurality of objects cross each other. The state before being scrolled is shown in Fig.12 (a) while the state after scrolling the client area B is shown in Fig.12 (b). In Fig.12 (a) and (b), a rectangle R1, a rectangle R2, a line L1, a line L2 and an image I1 are shown as a plurality of objects spanning across the client area A and the client area B. Among them, the rectangles R1 and R2 are displayed pursuant to the above described second invention of the inventive display method. The lines L1 and L2 are displayed pursuant to the above described first invention of the inventive display

method. The image I1 is displayed pursuant to the above described third invention of the inventive display method. When the client area B is scrolled from the state before it is scrolled (shown in Fig.12 (a)), the objects cross each other as shown in Fig.12 (b). In this case, the object is displayed with a space inserted in the junction or a mark indicating a crossing affixed in the junction as shown in Fig.12 (b). As seen from Fig.12 (a) and (b), even if an object is disjointed at the junction by scrolling the client area B and the objects cross each other, the correlation between the objects can be easily understood.

[0028]

Fig.13 is a diagram showing an example in which a plurality of objects overlap each other among cases where a plurality of objects spanning across a plurality of client areas exist. The state before being scrolled is shown in Fig.13 (a) while the state after scrolling the client area B is shown in Fig.13 (b). In Fig.13 (a) and (b), rectangles R1, R2 and R3 are shown as a plurality of objects spanning across the client areas A and B. The rectangles R1, R2 and R3 are displayed pursuant to the second invention of the above described display method. When the client area B is scrolled from the state before it is scrolled (shown in Fig.13 (a)), the objects overlap each other as shown in Fig.13 (b). In this case, the object is displayed with overlapped portion offset as shown in Fig.13 (b). As seen from Fig.13 (a) and (b), even if object overlap by scrolling the client area B, the correlation between the objects can be easily understood.

[0029]

Fig.14 is a diagram showing an example of offsetting in the example of Fig.13 where a plurality of objects overlap each other. Fig.14 (a) shows an example in which the rectangles are displayed with the middle rectangle R2 being expanded in width beyond the width of the upper and lower rectangles R1 and R3 which remain in a same width. Fig.14 (b) shows an example in which the rectangles R1, R2 and R3 are displayed with the position shifted one after another to the right by a fixed distance and with a same width. Fig.14 (c) shows an example in which the upper, middle and lower rectangles R1, R2 and R3 are displayed with the width being expanded one after another. Fig.14 (d) shows an example in which the upper, middle and lower rectangles R1, R2 and R3 are displayed with the width being reduced one after another. The display method of this invention can be preferably practiced in any example.

[0030]

A function to adjust the position of a scroll bar so as to restore an object to an initial shape by clicking a part of the object is now described hereunder. Fig.15 is a diagram showing adjustment of such object. As shown in Fig.15 (a), a line L1 is rendered as an object spanning across the client areas A and B. It is assumed that the line L1 is displayed pursuant to the first invention of the inventive display method. When the client area B is scrolled to a large extent from the state of Fig.15 (a), the state shown in Fig.15 (b) is resulted. In the state shown in Fig.15 (b), a line L2 is rendered as a new object spanning across the client areas A and B. When the line L1 in the client area A is clicked in this state, the line L1 returns to the initial state as shown in Fig.15 (d). If the line L2 is clicked in the state of Fig.15 (d), the object returns to

the initial state, i.e., the state of Fig.15 (c). The above described function is preferable in restoring the position and the shape of complicatedly entangled objects as shown in Fig.12 ~ Fig.14 to the initial state because the objects can be easily restored to the initial state. Further, the above described function is also preferable in aligning the position and the shape of an object which moves out of a client area by a large scrolling because the objects can be easily aligned to the initial state.

[0031]

An example in which the number of client areas spanned across increases is now described with reference to Fig.16. As shown in Fig.16 (a), a case where a line L1 spanning between the client areas A and B is rendered when client areas A ~ C exist is considered. It is assumed here that the line L1 is displayed pursuant to the first invention of the inventive display method. When the client area B is scrolled in this state, a case may take place where the line L1 spans across the client area C which was not initially spanned across by the line L1. In this case, the correlation between the starting point PS1 and the end point PE1 of the line L1 can be easily understood by rendering the line L1 also in the client area C. While a scroll bar exists in the client area B and makes it to be a scrollable area, a scroll bar does not exist in the client areas A and C so that they are not scrollable areas in the example shown in Fig.16. This invention is preferably applicable to a case where there is a client area which is not scrollable as seen in the example shown in Fig.16.

[0032]

A method of rendering an object spanning across a plurality of client areas as used in the display method of this invention is now described hereunder. Fig.17 is a flow chart showing an example of rendering an object spanning across a plurality of client areas. In explaining according to the flow chart of Fig.17, information of a new rendering object is at first stored in the rendering object managing table described in Fig.3. Specifically, a new object is added to the rendering object managing table (S1), the kind of object (line, rectangle, image, etc.) is stored (S2), method of expression (1, 2, 3) is stored (S3), a starting point and an ID of the client area including the starting point is stored (S4), a starting point and the number of client areas which include the starting point (the number of areas is incremented each time a loop passes) is stored (S5), an ID of the client area is stored (S), and horizontal and vertical scroll positions of the client area are stored (S7) in the rendering object managing table. The methods of expression 1 ~ 3 correspond to the first to the third inventions of the inventive display method, respectively in this context.

[0033]

An object is then rendered based on the starting and the end points (S8). The method of rendering the object will be described later with reference to Fig.18. The end of rendering is determined in step (S9). When the determination is the end of rendering, an ID of the client area including the starting and the end points is stored in the rendering object managing table (S10) and rendering ends. When the determination in the step (S9) is rendering not completed, the object on the screen is deleted (S11) and number of client areas spanned across are recalculated

(S12). An increase or a decrease of the number of the client areas is then determined. When it is determined that the number of client areas decreases in step (S13), the number of client areas spanned across is decremented by the number of decrease in the rendering object managing table (S14), the ID of a decreased client areas is deleted from the rendering object managing table (S15), returning to the step (S8) via step (S16), and the steps of and after rendering the object are repeated based on the starting and the current points. When it is determined that the number of client areas increases in step (S16), the flow returns to the step (S5), the number of client areas which an object spans across is incremented by the number of increase, and the following steps are repeated. Rendering an object spanning across a plurality of client areas is completed by the above flow.

[0034]

Fig.18 is a flow chart showing an example of a method of rendering an object used in various processing. In explaining rendering of an object according to the flow chart of Fig.18, in step (S21), *i* is substituted with 1 and *clientNum* is substituted with the number of client areas which an object spans across. In step (S22), *i* is compared with *clientNum* and the flow ends if *i* is greater than *clientNum*. If *i* is equal to or smaller than *clientNum*, the starting point and the end point (or current point) are converted to screen coordinates. A boundary point within a client area *i* of the object conforming to the method of expression is then calculated (S24). The object is then divided into parts within the client area *i* (S25).

[0035]

It is then determined whether or not there is a crossing point with other object in step (S26). When it is determined that there is a crossing point, the crossing point is calculated (S27), and the parts are fractionated (S28). When it is determined that there is no crossing point or after it is determined that there is a crossing point and the parts are fractionated in the step (S28), it is further determined whether or not there is an overlap with other object in step S(29). When it is determined that there is an overlap, an overlapped portion is calculated (S30) and the offset of the overlapped parts is calculated (S31). When there is no overlap or after it is determined that there is an overlap and the offset is calculated in the step (S31),  $j$  is substituted with 1 and partsNum is substituted with the number of fractionated parts (S32).  $j$  is then compared with partsNum in step (S33). If  $j$  is equal to or smaller than partsNum, it is then determined whether or not it is necessary to add a mark to the parts in step (S34). When it is not necessary to add a mark or after a mark is added when it is necessary to add a mark (S35), the part  $j$  is rendered (S36) and  $j$  is incremented by substituting  $j$  with  $j + 1$  (S37). By rendering all the parts,  $j$  becomes larger than partsNum in step (S33). In that case,  $i$  is incremented by substituting it with  $i + 1$  (S38), returning to the comparison of  $i$  with partsNum in the step (S22), and the flow ends or the steps thereafter are repeated depending on the result of the comparison.

[0036]

Fig.19 is a flow chart showing an example of a method of rerendering following scrolling. In explaining the method of rerendering following scrolling according to the flow

chart of Fig.19, when scrolling of a client area is detected as an external event,  $k$  is substituted with 1 and  $objNum$  is substituted with the number of rendering objects in step (S41).  $k$  is then compared with  $objNum$  in step (S42) and the flow ends if  $k$  is greater than  $objNum$ . If  $k$  is equal to or smaller than  $objNum$ , a starting point and an end point is recalculated in the recalculating part. Specifically, it is determined whether or not a client area including the starting point of an object  $k$  is scrolled in step (S43). When a client area including the starting point of an object  $k$  is scrolled, the starting point is recalculated (S44) and the flow goes out of the recalculating part. When the scroll is not for a client area including the starting point of an object  $k$ , it is determined whether or not a client area including the end point of an object  $k$  is scrolled,

[0037]

When a client area including the end point of an object  $k$  is scrolled, the end point is recalculated (S46) and the flow goes out of the recalculating part. When the scroll is not for a client area including the end point of an object  $k$ , it is determined whether or not the starting point need be recalculated in step (S47). When the starting point need be recalculated, the starting point is recalculated (S48). When the starting point need not be recalculated or after the starting point is recalculated when the starting point need be recalculated, it is determined whether or not recalculation of the end point is necessary in step (S49). When it is necessary to recalculate the end point, the end point is recalculated (S50). When it is not necessary to recalculate the end point or after the end point is recalculated when it is necessary to recalculate the end

point, the flow goes out of the recalculating part of the starting point and the end point.

[0038]

After going out of the recalculating part, the object  $k$  on the screen is erased in step (S51). After the number of the client areas spanned across is recalculated (S52), it is determined whether or not the number of the client areas decreases in step (S53). When it is determined that the number of the client areas decreases, the number of client areas spanned across is decremented on the rendering object managing table (S54) and the ID of the corresponding client area is deleted from the rendering object managing table (S55). When it is determined that the number of the client areas does not decrease or after it is determined that the number of the client areas decreases and the steps (S54) and (S55) have been executed, it is determined whether or not the number of client areas increases in step (S56). When it is determined that the number of client areas increases, the number of client areas spanned across is incremented on the rendering object managing table (S57), the ID of the corresponding client area is stored in the rendering object managing table (S58), and the horizontal and vertical scroll positions of the client area are stored in the rendering object managing table (S59). When it is determined that the number of client areas does not increase or after it is determined that the number of the client areas increases and the steps (S57), (S58) and (S59) have been executed, the object  $k$  is rendered based on the starting point and the end point. The rendering of the object  $k$  is same as the rendering of the object described with reference to Fig.18. When rendering of the object  $k$  has been completed,  $k$  is substituted with  $k + 1$  to

increment k (S61), returning to the step (S42), and the flow ends or the steps thereafter are repeated depending on the result of the comparison.

[0039]

Fig.20 is a flow chart showing an example of a method of adjusting the position of an object. In explaining the method of adjusting the position of an object according to the flow chart of Fig.20, by selecting an object to be clicked, l is substituted with 1 and areaNum is substituted with the number of client areas across which the object spans (S71). l is then compared with areaNum in step (S72) and the flow ends if l is greater than areaNum. When l is equal to or less than areaNum, the scroll position of the client area l is obtained from the rendering object managing table (S73) to scroll the client area l (S74). A rerendering following scrolling is then processed (S75). The rerendering process is same as the rerendering process following scrolling described with reference to Fig.19. When rerendering process has been completed, l is substituted with l + 1 to increment l (S76), returning to the step (S71), and the flow ends or the steps thereafter are repeated depending on the result of the comparison.

[0040]

[Effect of the Invention]

It is apparent that, in a method of displaying objects in a plurality of client areas relate to a method in which a plurality of independent client areas exist and at least one the client areas independently scrolls, this invention displays a relationship between objects displayed in a

plurality of client areas the relative position of which is changed by scrolling a client area. by following the movement caused by scrolling in the first invention, by enlarging the object by the amount of movement caused by scrolling in the second invention, and by marking a junction between objects in scrolling in the third invention. The correlation of objects displayed in a plurality of client areas can thus be visually understood at a glance easily.

[Brief Description of Drawings]

Fig.1 is a block diagram showing an overall configuration of an example of the display device of this invention for displaying an object displayed in a plurality of client areas.

Fig.2 is a diagram showing a configuration of an example of the client area managing table.

Fig.3 is a diagram showing the configuration of an example of the rendering object managing table.

Fig.4 is a diagram showing a concept of the scroll position, the starting point and the end point.

Fig.5 is a diagram showing an example in which an object spanning across a plurality of client areas is a line connecting related points.

Fig.6 is a diagram showing an example in which an object spanning across a plurality of client areas is a figure encompassing related areas.

Fig.7 is a diagram showing an example in which an object spanning across a plurality of client areas is a character string.

Fig.8 is a diagram showing an example in which an object spanning across a plurality of client areas is a figure encompassing related areas in the second invention of the inventive display method.

Fig.9 is a diagram showing an example in which an object spanning across a plurality of client areas is an image in the third invention of the inventive display method.

Fig.10 shows an example in which an object spanning across a plurality of client areas is a character string.

Fig.11 shows an example in which an object spanning across a plurality of client areas is a figure encompassing related areas.

Fig.12 shows an example in which a plurality of objects spanning across a plurality of client areas exist and crosses each other.

Fig.13 is a diagram showing an example in which a plurality of objects spanning across a plurality of client areas exist and overlap each other among cases where.

Fig.14 is a diagram showing an example of offsetting in the example of Fig.13 where a plurality of objects overlap each other.

Fig.15 is a diagram showing adjustment of such object.

Fig.16 is a diagram showing an example in which the number of client areas spanned across increases.

Fig.17 is a flow chart showing an example of rendering an object spanning across a plurality of client areas.

Fig.18 is a flow chart showing an example of method of rendering the object.

Fig.19 is a flow chart showing an example of a method of rerendering following scrolling.

Fig.20 is a flow chart showing an example of a method of adjusting the position of an object.

Fig.21 is a diagram for explaining a plurality of client areas.

Fig.22 is a diagram for explaining a problem in a case in which an object is a line connecting related points.

Fig.23 is a diagram for explaining a problem in a case in which an object is a figure encompassing related areas.

Fig.24 is a diagram for explaining a problem in a case in which an object is an image.

Fig.25 is a diagram for explaining a problem in a case in which an object is a character string.

[Description of Reference Numbers]

1: Display device

10: Overall control part

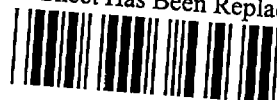
11: Client area managing part.  
12: Rendering object managing part  
13: Client area managing part  
14: Rendering object managing part  
20: Client area control part  
20A ~ N: Client area (A ~N) control parts  
21A ~ 21N: External event input parts  
22A ~ 22N: Scroll managing/controlling parts  
23A ~ 23N: Position control parts  
30: Control part for a figure  
30A ~ 30N: Control parts for client areas (A ~N)  
30A-1 ~ 30N-1: Linear line control parts  
30A-2 ~ 30N-2: Rectangle control parts  
30A-3 ~ 30N-3: Image line control parts  
31A-1 ~ 31N-1: Rendering/Output parts

## [Claims]

1. In a display method in which a plurality of independent client areas exist and at least one the client areas independently scrolls, a method of displaying a relationship between objects displayed in a plurality of client areas the relative position of which is changed by scrolling a client area by following the movement caused by scrolling.
2. A method of claim 1 in which, when the object displayed in the plurality of client areas is a line connecting related points, said following the movement caused by scrolling is displayed by reconnecting the points moved by the scrolling.
3. A method of claim 1 in which, when the object displayed in the plurality of client areas is a figure or a character string encompassing related areas, said following the movement caused by scrolling is displayed by inclining the area or the character string by the amount of movement caused by the scrolling.
4. In a display method in which a plurality of independent client areas exist and at least one the client areas independently scrolls, a method of displaying a relationship between objects displayed in a plurality of



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client areas the relative position of which is changed by scrolling a client area by enlarging or reducing the object by the amount of movement caused by the scrolling.

5. A method of claim 4 in which, when the object displayed in the plurality of client areas is a figure encompassing related areas, said enlarging or reducing is displayed by enlarging or reducing the area by the amount of movement caused by the scrolling.

6. In a display method in which a plurality of independent client areas exist and at least one the client areas independently scrolls, a method of displaying a relationship between objects displayed in a plurality of client areas the relative position of which is changed by scrolling a client area by marking a junction between the objects when the objects are scrolled.

7. A method of claim 6 in which, when the object displayed in the plurality of client areas is an image, said marking of the junction is displayed by affixing a convex and a concave of complementary shape to the junction of the objects.

8. A method of claim 6 in which, when the object displayed in the plurality of client areas is a character string, said marking of the junction is displayed by affixing a line of a same color to the junction of the objects.

9. A method of claim 6 in which, when the object displayed in the plurality of client areas is a figure encompassing related areas, said marking of the junction is displayed by affixing a mark of a same shape and color to the junction of the objects.

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10. A method of either one of claims 1 to 9 in which, when a plurality of objects exist and the objects cross each other by scrolling, the objects are displayed with a space inserted in the crossing point or a mark indicating a crossing affixed to the crossing point.
11. A method of either one of claims 1 to 9 in which, when a plurality of objects exist and the objects overlap each other by scrolling, the objects are displayed by offsetting the overlapped portion.
12. A method of either one of claims 1 to 11 in which the object is displayed by being returned to an initial shape assumed at the time when the scroll position of an object is correlated by clicking a part of the object.
13. A method of either one of claims 1 to 12 in which, when the display of the object spans into a new client area by scrolling a client area, the object is displayed also in the new client area.
14. A display device for displaying an object in a plurality of client areas, said device comprising a client area control part having an external event input part and a position calculating part, and control parts for various figures each having a rendering/outputting part, each of said position calculating part recalculating a rendering position of an object in each client area based on an external event inputted in the external event input part with reference to client area managing information from the client area managing part and rendering object managing information from the rendering object managing part, and the rendering/outputting part causing the rendering object to be displayed in each client area based on the recalculated rendering position of the object.

