

Description

This invention relates to display systems and, more particularly, to a method for scrolling text and graphic data in selected portion of a color graphics raster scan, all points addressable, video display.

A video display typically provides an interface between a data processing system and a user. Such video displays may be used to display text characters, such as instructions and data, and graphic information such as charts, graphs, diagrams, and schematics, to the user. In many applications, it is desirable to scroll the character and/or graphic information, or some portion or window thereof, to move some of the information off of the screen to be replaced by new information entered by the user at a keyboard, or else supplied to the screen by the data processing system. US. Patent 4,196,430 "Roll-up Method for a Display Unit" describes such a system. In this reference, a refresh memory including a data portion for specifying character text data and a control portion for specifying such control parameters as blinking and shading attributes is stored in a random access memory. Text data from the data portion is fed to a character generator, which supplies text character dot image information to a CRT display. Scrolling of selected windows, or portions of the display, is accomplished by means of a roll-up instruction which is executed to transfer partial rows of data and/or control information within the refresh memory. However, in U.S. Patent 4,196,430, there is no provision for the scrolling of windows containing graphic information, nor for the scrolling of windows containing both graphic information and text characters.

In the IBM Technical Disclosure Bulletin, Vol. 22, No 10, pages 4734 to 4737, there is shown a method of scrolling, within a selected display screen window, encoded character data stored in a display refresh buffer in all-points-addressable fashion. In the system described therein, rows within the window are scrolled by moving them from source to destination locations. In that system, when scrolling in a window, one area of the window, separated by a space area from a second area, increases in size during scrolling while the second area decreases correspondingly. No such arrangement is employed in the subject method, which offers a much simpler and easily controlled arrangement in which rows of characters are merely transferred from defined source locations to defined definition locations without the requirement for storage in a 'spare line' area as shown in this prior article.

This invention provides a method of scrolling, within a selected window of a display screen, graphic and graphic encoded text data prestored in rows of a display refresh buffer of a raster scan all-points-addressable video display operable in a graphics mode, by moving rows bounded by said window in said display refresh buffer from source locations to destination locations, said method being characterised by the steps of:

- specifying diagonally opposite corners of the window and the number of rows to be scrolled;
- calculating the size and location of the window;
- moving a first row from a source location to a destination location within said window; and
- moving succeeding rows to be scrolled from successive source locations to successive destination locations within said window.

The invention will now be described with reference to the accompanying drawings in which:

Figure 1 is a logic schematic illustrating the video display control apparatus of the invention.

Figure 2 is a schematic illustration of the relationships between pixel display and storage locations.

Figure 3 is a schematic illustration of a segmented display screen for use in describing the scrolling features of the invention.

Figures 4—6 are logic flow diagrams of the graphics write steps of the method of the invention.

Figures 7—9 are logic flow diagrams of the graphics read steps of the invention.

Figures 10—11 are logic flow diagrams of the graphics scroll up steps of the invention.

Figures 12—13 are logic flow diagrams of the graphics scroll down steps of the invention.

Referring now to Figure 1, a description will be given of the apparatus of the invention for reading and writing text characters in a color graphics display.

The display of the invention is particularly suited for use in connection with a microcomputer including microprocessor 20, dynamic storage 25, read only storage 27, display 50, and keyboard 60. In this embodiment, microprocessor 20 may comprise an Intel 8088 CPU, which utilizes the same 16-bit internal architecture as the Intel 8086 CPU but has an external 8-bit data bus 22. For a description of the Intel 8086, and consequently of the 8086 instruction set used in the microprogram assembly hereafter, reference is made to Stephan P. Morse, *The 8086 Primer*, Hayden Book Company Inc., Rochelle Park, New Jersey, copyright 1980, Library of Congress classification QA76.8.1292M67 001.6'4'04 79—23932 ISBN 0—8104—5165—4.

Processor 20 communicates with devices external to its integrated circuit chip via status and control line 21, data bus 22, and address bus 23. Such external devices include dynamic storage 25 (for example, Texas Instruments 4116 RAM) with refresh control 24 (for example, an Intel 8237 DMA driven by an Intel 8253 Timer); and, connected by drivers/receivers 26 (for example, a TTL standard part 74LS245), read only storage 27 (for example, a MOSTEK 36000), direct memory access (or DMA) chip 28 (for example, and Intel 8237 DMA), timer 29 (for example, an Intel 8253 Timer), and keyboard attachment 61 with keyboard 60.

Input/Output slots 30 provide for the attachment of a further plurality of external devices, one of which, the color graphic display attachment 31 is illustrated. Color graphics display adapter 31 attaches one or more of a wide variety of TV frequency monitor 50, 51 and TV set 52, with an RF modulator 49 required for

attaching a TV via antenna 53. Adapter 31 is capable of operating in black and white or color, and herein provides these video interfaces: a composite video port on line 48, which may be directly attached to display monitor 51 or to RF modulator 49, and a direct drive port comprising lines 39 and 46.

Herein, display buffer 34 (such as an Intel 2118 RAM) resides in the address space of processor 20 starting at address X'B8000'. It provides 16K bytes of dynamic RAM storage. A dual-ported implementation allows CPU 20 and graphics control unit 37 to access buffer 34.

In all points addressable (APA) mode, two resolution modes will be described: APA color 320x200 (320 pixels per row, 200 rows per screen) mode and APA black and white 640x200 mode. In 320x200 mode, each pixel may have one of four colors. The background color (color 00) may be any of the sixteen possible colors. The remaining three colors come from one of two palettes in palette 42 selected by microprocessor 20 under control of read only storage 27 program: one palette containing red (color 01), green (color 10), and yellow (color 11), and the other palette containing cyan (color 01), magenta (color 10), and white (color 11). The 640x200 mode is, in the embodiment described, available only in two colors, such as black and white, since the full 16KB of storage in display buffer 34 is used to define the pixels on or off state.

In alphanumeric (A/N) mode, characters are formed from ROS character generator 43, which herein may contain dot patterns for 254 characters. These are serialized by port alpha serialiser 44 into colour encoder 41 for output to lines 46 or to composite color generator 45 for output to composite video line 48.

Display adapter 31 includes a CRT control module 37, which provides the necessary interface to processor 20 to drive a raster scan CRT 50-52. Herein, CRT control module 37 comprises a Motorola MC6845 CRT controller (CRTC) which provides video timing on horizontal/vertical line 39 and refresh display buffer addressing on line 38. The Motorola MC6845 CRTC is described in MC6845 MOS (N-channel, Silicon-Gate) CRT controller, Motorola Semiconductor's publication ADI-465, copyright Motorola, Inc., 1977.

As shown in Figure 1, the primary function of CRTC 37 is to generate refresh addresses (MA0-MA13) on line 38, row selects (RA0-RA4) on line 54, video monitor timing (HSYNC, VSYNC) on line 39, and display enable (not shown). Other functions include an internal cursor register which generates a cursor output (not shown) when its content compares to the current refresh address 38. A light-pen strobe input signal (not shown) allows capture of refresh address in an internal light pen register.

All timing in CRTC 37 is derived from a clock input (not shown). Processor 20 communicates with CRTC 37 through buffered 8-bit data bus 32 by reading/writing into an 18-register file of CRTC 37.

The display buffer 34 address is multiplexed between processor 20 and CRTC 37. Data appears on a secondary bus 32 which is buffered from the processor primary bus 22. A number of approaches are possible for solving contentions for display buffer 34:

- (1) Processor 20 always gets priority.
- (2) Processor 20 gets priority access any time, but can be synchronized by an interrupt to perform accesses only during horizontal and vertical retrace times.
- (3) Synchronize process by memory wait cycles.
- (4) Synchronize processor 20 to character rate.

The secondary data bus concept in no way precludes using the display buffer 34 for other purposes. It looks like any other RAM to processor 20. For example, using approach (4), a 64K RAM buffer 34 could perform refresh and program storage functions transparently.

CRTC 37 interfaces to processor 20 on bidirectional data bus 32 (D0-D7) using Intel 8088 CS, RS, E, and R/W control lines 21 for control signals.

The bidirectional data lines 32 (D0-D7) allow data transfers between the CRTC 37 internal register file and processor 20.

The enable (E) signal on lines 21 is a high impedance TTL/MOS compatible input which enables the data bus input/output buffers and clocks data to and from CRTC 37. This signal is usually derived from the processor 20 clock.

The chip select (CS) line 21 is a high impedance TTL/MOS compatible input which selects CRTC 37 when low to read or write the CRTC 37 internal register file. This signal should only be active when there is a valid stable address being decoded on bus 33 from processor 20.

The register select (RS) line 21 is a high impedance TTL/MOS compatible input which selects either the address register (RS='0') or one of the data registers (RS='1') of the internal register file of CRTC 37.

The read/write (R/W) line is a high impedance TTL/MOS compatible input which determines whether the internal register file in CRTC 37 gets written or read. A write is active low ('0').

CRTC 37 provides horizontal sync HS and vertical sync (VS) signals on lines 39, and display enable signals.

Vertical sync is a TTL compatible output providing an active high signal which drives monitor 50 directly or is fed to video processing logic 45 for composite generation. This signal determines the vertical position of the displayed text.

Horizontal sync is a TTL compatible output providing an active high signal which drives monitor 50 directly or is fed to video processing logic 45 for composite generation. This signal determines the horizontal position of the displayed text.

Display enable is a TTL compatible output providing an active high signal which indicates CRTC 37 is providing addressing in the active display area of buffer 34.

CRTC 37 provides memory address 38 (MA0—MA13) to scan display buffer 34. Also provided are raster addresses (RA0—RA4) for the character ROM.

Refresh memory 34 address (MA0—MA13) provides 14 outputs used to refresh the CRT screen 50—52 with pages of data located within a 16K block of refresh memory 34.

Raster addresses 54 (RA0—RA4) provides 5 outputs from the internal raster counter to address the character ROM 43 for the row of a character.

Palette/overscan 42 and mode select 47 are implemented as a general purpose programmable I/O register. Its function in attachment 31 is to provide mode selection and color selection in the medium resolution color graphics mode.

Time control 47 further generates the timing signals used by CRT controller 37 and by dynamic RAM 34. It also resolves the CPU 20 graphic controller 37 contentions for accessing display buffer 34.

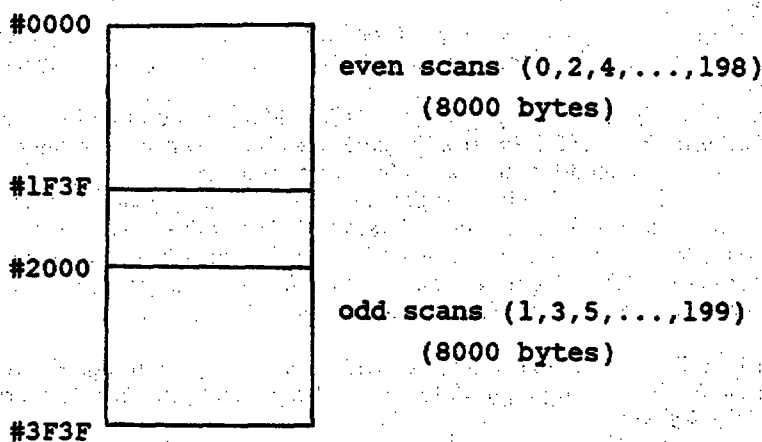
In A/N mode, attachment 31 utilizes ROS (for example, a MOSTEK 36000 ROS) character generator 43, which consists of 8K bytes of storage which cannot be read/written under software control. The output of character generator 43 is fed to alpha serializer 44 and thence to color encoder 41. As elements 43, 44 are included only for completeness, they are not utilized in the invention and will not be further described.

The output of display buffer 34 is alternatively fed for every other display row in a ping pong manner through data latches 35, 36 to graphics serializer 40, and thence to color encoder 41. Data latches 35, 36 may be implemented as standard TTL 74 LS 244 latches, graphics serializer 40 as a standard TTL 74 LS 166 shift register. Composite color generator 45 provides logic for generating composite video on line 48, which is base band video color information.

The organization of display buffer 34 to support the 200×320 color graphics mode is illustrated in figure 2 for generating, by way of example, a capital A in the upper left-hand position 50a of monitor 50. Read only storage 27 stores for each character displayable in graphics mode an eight byte code, shown at 27a as sixteen hexadecimal digits 3078CCCCFCCCC00. In Figure 2, these are organized in pairs, each pair describing one row of an 8×8 matrix on display 50a. In display 50a, an "X" in a pixel location denotes display of the foreground color (herein, code 11) and a "." denotes display of the background color (code 00).

When the character "A" is to be displayed, the sixteen digit hex code from read only storage 27 (or, equivalently, from dynamic storage 25) is, in effect converted to binary. Thus, the first 8 pixel row, 30 hex, becomes 00110000, in binary. This eight bit binary code is then expanded to specify color, with each "0" becoming "00" to represent the background color, and each "1" becoming "10, 01, or 11" to specify one of the three foreground colors from the selected palette. In Figure 2, each "1" in the binary representation of the character code from storage 27 becomes "11" (which for palette two represents yellow; see below). Thus, the hex 30 representation of the first 8-pixel row of character "A", is expanded to 00 00 11 11 00 00 00 00 in display buffer 34a, shown at location '0' (in hexadecimal notation, denoted as x'0'). Graphics storage 34 is organized in two banks of 8000 bytes each, as illustrated in Table 1, where address x'0000' contains the pixel information (301—304) for the upper left corner of the display area, and address x'2000' contains the pixel information for the first four pixels (311—314) of the second row of the display (in this case, the first 8 bit byte of the two byte binary expansion 00 11 11 11 11 00 00 00 of hex 78).

TABLE 1: DISPLAY BUFFER 34 ADDRESSING



For the 200×640 mode (black and white), addressing and mapping of display buffer 34 is the same as for 200×320 color graphics, but the data format is different: each bit in buffer 34 is mapped to a pixel on screen (with a binary 1 indicating, say, black; and binary 0, white).

Color encoder 41 output lines 46 I (intensity), R (red), G (green), B (blue) provide the available colors set forth in Table 2:

TABLE 2: COLOR ENCODER OUTPUT 46

	<u>I</u>	<u>R</u>	<u>G</u>	<u>B</u>	<u>COLOR</u>
10	0	0	0	0	Black
	0	0	0	1	Blue
	0	0	1	0	Green
	0	0	1	1	Cyan
15	0	1	0	0	Red
	0	1	0	1	Magenta
	0	1	1	0	Brown
20	0	1	1	1	Light Gray
	1	0	0	0	Dark Gray
	1	0	0	1	Light Blue
	1	0	1	0	Light Green
25	1	0	1	1	Light Cyan
	1	1	0	0	Light Red
	1	1	0	1	Light Magenta
30	1	1	1	0	Yellow
	1	1	1	1	White

Referring now to Figures 4—9, in connection with the Intel 8086 assembly language (ASM—86) listings embedded in microcode in read only storage 27, executed in microprocessor 20 to control the operation of video attachment 31, a description will be given of the method of the invention for writing text characters to a video screen operating in APA, or graphics mode.

While the control program, in this embodiment, is shown stored in a read only store 27, it is apparent that such could be stored in a dynamic storage, such as storage 25.

In step 400, a data location in RAM 215 is tested to determine if the system is graphics write mode. If not, and a character is to be written, a branch to normal A/N character mode 402 is taken and the method of the invention bypassed.

In step 404, the addressability to the display buffer is established: the location in display buffer (REGEN) 34 to receive the write character is determined and loaded into a register (DI) of processor 20. In step 406, addressability to the stored dot image is established: the location in read only storage (ROM) 27 or dynamic storage (USER RAM) 25 of the dot image of the character to be displayed is determined. Then a couple of registers (DS, SI) of processor 20 are pointing at the location in ROM 27 or RAM 25 where the character dot image is stored, and these registers define addressability of the dot image. At step 408, the test is made for high resolution (640×200) or medium resolution (320×200) mode. In high resolution mode, control passes to step 410. For medium resolution mode, it passes to step 438.

For high resolution mode (640×200, black and white), the procedure of steps 412—424 (426—430 included, if pertinent) is performed for each of the four bytes required to provide the dot image for a character in graphics mode. Step 410 sets a loop counter register (DH) to four, and in steps 412 (step 101) a dot image byte from ROM 27 or RAM 25 pointed to by processor 20 registers DS, SI is loaded into the processor 20 string.

At step 414 a test is made to determine whether or not the application requesting the display of the character wants the character to replace the current display, or to be exclusive OR'd with the current display. In steps 416—422, the current display is replaced by storing this and the next dot image bytes in display buffer 34, with the next byte offset or displaced by X'2000' from the location of this byte in buffer 34. In steps 426—430, the alternative operation of exclusive ORing those two bytes into display buffer 34 is performed. If more than one identical character is to be written to display screen 50 in this operation, steps 432—434 of Figure 5 condition the procedure for executing steps 410 through 434 for each such character.

To display a text character in the medium resolution, refer to steps 438 (Figure 4) to 460 (Figure 6).

In step 438 the input color (two bits, 01, 10, or 11) is expanded to fill a 16-bit word by repeating the two bit code. In step 440, a byte of character code points is loaded into a register (AL) of processor 20 from

storage 25, 27. In step 442, (line 135) each bit in the 1 byte AL register (character code points) is doubled up by calling EXPAND BYTE, and the result is AND'd to the expanded input color.

In step 444 the resulting word (2 bytes) of step 442 is stored in display buffer 34. This is shown, by way of example, at location X'0' in Figure 2, the stored word comprising fields 301—308. (In Figure 4, the XOR procedures are not shown, but are analogous to the XOR procedure of steps 414—430 for the high resolution mode.)

In step 446 the next dot image byte is retrieved from storage 25, 27 and at step 448 it is expanded and AND'd with color. In step 450 the resulting word is stored in display buffer 34, offset from the word stored at step 444 by x '2000'.

At step 452 (Figure 6) the display buffer pointer is advanced to the next row of the character to be displayed, and processing returns (step 454) to complete the character or proceeds (step 456, 458, 460) to repeat the completed character as many times as required.

Referring now to logic flow diagrams 7—9, an explanation will be given of the graphic read steps of the invention. In this process, a selected character dot image from display buffer 34 is compared against dot image code points retrieved from storage 25, 27, a match indicating that the character in buffer 34 has been identified, or read.

In step 462 it is first determined if video attachment 31 is being operated in the graphics mode. If not, in step 464 the read operation is performed in character mode, and the method of the invention is not involved.

In step 466 the location in display buffer 34 to be read is determined by a calling procedure. In step 468 an 8-byte save area is established on a stack within the address space of processor 20.

In step 470 the read mode is determined. Control passes to step 482 for medium resolution (color, or 320×200) mode. For high resolution (black/white, or 640×200 mode), at step 472 the loop count is set to 4 (there being 4 two-byte words per character), and in steps 474—480 eight bytes are retrieved from display buffer 34 and put into the save area reserved on the stack in step 468. For medium resolution mode, at step 482, the loop count is set equal to 4, and in steps 484—490 the character to be read is retrieved from display buffer 34.

Referring to Figure 8, at step 492 processing continues to compare the character, either high or medium resolution mode, read from display buffer 34 with character code points read from storage 25, 27.

In step 492 the pointer to the dot image table in ROM 27 is established. If the character is not found in ROM 27, the search must be extended into dynamic storage 25 where the user supplied second half of the graphic character points.

In step 494 the character value is initialized to zero (it will be set equal to 1 when a match is found), and the loop count set equal to 256 (total of 256 passes through the loop of steps 496—602, if required).

In step 496, the character read from display buffer 34 into the save area is compared with the dot image read from storage 25, 27, and the match tested at step 498. Loop control steps 600, 602 are executed until a match is found, or until all 256 dot images in storage 25, 27 have been compared with a match. In step 604 the save area is released, and in step 606 the procedure ends. If a character match has occurred in step 498, the character thus read is located in storage 25, 27 at the location pointed to by register AL. AL=0 if the character was not found (a not unexpected result if a character had been exclusively OR'd into the display buffer 34 at the location being read, such as at steps 426—450).

Referring now to Figure 9, the procedure MED READ BYTE, called at steps 484 and 486 of Figure 7, will be described. This procedure compresses 16 bits previously expanded from eight to encode the color (see step 442) and stored in display buffer 34 (at step 444) back to the original dot image (obtained previously from storage 25, 27 at step 440). Step 608 gets two eight-bit bytes, which in step 610 is compressed two bits at a time to recover the original dot image. In step 612 the result are saved in the area pointed to by register BP.

Referring now to Figure 3, in connection with Figures 10—13, a description will be given of the graphic scrolling facility provided for separate discrete areas 70, 73, 75 of display screen 50b. In accordance with this invention, a user may define a plurality of windows on the screen in which graphic information blocks may be scrolled. The designation of a scroll section or window 70 requires address of opposite corners, such as the address of the upper left corner 71 and the lower right corner 72, and the number of lines to scroll. The difference in corner addresses sets the window. The color of the newly blanked lines is established by a blanking attribute. Within these parameters, the graphic scrolling procedure of Figures 10—13 is performed. By this approach, both text (graphic) and display may be scrolled within separate windows 70, 73, and 75.

In step 614 (Figure 10) the pointer to the display scrolling 34 location corresponding to upper left corner 71 of the display window 70 to be scrolled is placed in a register (AX) processor 20. In step 616 is determined the number of rows and columns in window 70. In step 618 the mode is determined, and if 320×200 mode is detected, in step 620 the number of columns in the window is adjusted to handle two bytes per character.

In step 622, the source pointer is established equal to upper left (UL) pointer plus the number of rows (from register AL) to scroll, the result placed in register SI.

In steps 624, 626 (line 203) a call is made to move a row from source (pointed to by SI) to destination (pointed to by DI).

In step 628, the source (SI) and destination (DI) pointers are advanced to the next row of the screen window. In step 630 the row count is decremented and, if the process is not complete, the procedure of steps 624—630 repeated.

5 In step 632 (Figure 11) a procedure is called to clear a row by filling it with the fill value for blanked lines specified in a register (BH) of processor 20 and transferred to the AL register. The byte contained in AL is stored into the byte whose offset is contained in DI, increments DI, and repeats to fill every byte of the row with the blanking attribute (which may be the screen background color, for example.)

In step 634 destination pointer DI is advanced to the next row, and in step 636 the number of rows to scroll is decremented, and the loop of steps 632—636 executed for each row to be scrolled.

10 The procedure for scroll down analogous to that for scroll up is set forth in Figures 12 and 13.

Claims

15 1. A method of scrolling, within a selected window of a display screen, graphic and graphic encoded text data prestored in rows of a display refresh buffer of a raster scan all-points-addressable video display operable in a graphics mode, by moving rows bounded by said window in said display refresh buffer from source locations to destination locations, said method being characterised by the steps of:

specifying diagonally opposite corners of the window and the number of rows to be scrolled;

calculating the size and location of the window;

20 moving a first row from a source location to a destination location within said window; and moving succeeding rows to be scrolled from successive source locations to successive destination locations within said window.

2. The method according to claim 1 consisting in:

determining the number of rows and columns in said window and the location of said window;

25 establishing a destination pointer addressing the row corresponding to a first corner of said window;

establishing a source pointer addressing a row offset from the row corresponding to said first corner by a selectable number of rows to be scrolled;

moving a row of length equal to the number of columns in said window from one location addressed by said source pointer to another location addressed by said destination pointer;

30 modifying the destination pointer and source pointer by one row; and repeating the moving and modifying steps for each of the rows to be scrolled, thereby scrolling selected rows of graphic and/or graphic encoded text data to a new location within said window while leaving a portion of said window available for display of new information and retaining the display of data outside of said window unaltered.

3. The method according to claim 2, further comprising the step of:

35 blanking the portion of the window from which rows were moved during said moving step.

4. The method according to claim 3, comprising the step of applying, during the blanking step, a selectable color attribute.

5. A display control system comprising a processor (20) for referencing a control program store (27), a raster scan video display (50), display refresh buffer means for selectively storing rows of graphic and graphic encoded text character data and for directly refreshing the raster scan video display means, means (25) providing a program that controls operation of said processor, said processor being responsive to a scroll request for a number of rows to be scrolled from source locations to destination locations within a window in the display refresh buffer means, characterised in that:

45 said process is responsive to said scroll request specifying diagonally opposite corners (71, 72) of said window and the number of rows to be scrolled for calculating the size and location of said window in said display refresh buffer means and for transferring the rows to be scrolled individually from said source locations to said destination locations.

50 Patentansprüche

1. Verfahren zum Bilddurchlauf innerhalb eines angewählten Fensters von einem Bildschirm von grafischen oder grafisch verschlüsselten, in Zeilen eines Bildschirmwiederholungsspeichers kodierten Textdaten oder eines in einer Video-Display geeigneten Schriftenart All-punkteadressablen Rasterbildes, durch Bewegen der mit dem Fenster verbundenen Zeilen in genanntem Bildschirmwiederholungsspeicher von Ausgangsplätzen zu Bestimmungsplätzen, gekennzeichnet durch folgende Schritte:

Angaben diagonal gegenüberliegender Ecken des Fensters und der Nummer der Zeilen, die durchlaufen werden sollen;

Berechnen der Größe und des Ortes des Fensters; Übertragung einer ersten Zeile von einem Ausgangsplatz zu einem Bestimmungspatz in genanntem Fenster; und

60 aufeinanderfolgendes Übertragen von durchzulaufenden Zeilen von aufeinanderfolgenden Ausgangsplätzen zu aufeinanderfolgenden Bestimmungsplätzen in genanntem Fenster.

2. Verfahren nach Anspruch 1 bestehend aus:

Bestimmen der Nummern der Reihen und Spalten in genanntem Fenster und des Ortes des genannten Fensters;

In step 628, the source (SI) and destination (DI) pointers are advanced to the next row of the screen window. In step 630 the row count is decremented and, if the process is not complete, the procedure of steps 624—630 repeated.

In step 632 (Figure 11) a procedure is called to clear a row by filling it with the fill value for blanked lines specified in a register (BH) of processor 20 and transferred to the AL register. The byte contained in AL is stored into the byte whose offset is contained in DI, increments DI, and repeats to fill every byte of the row with the blanking attribute (which may be the screen background color, for example.)

In step 634 destination pointer DI is advanced to the next row, and in step 636 the number of rows to scroll is decremented, and the loop of steps 632—636 executed for each row to be scrolled.

The procedure for scroll down analogous to that for scroll up is set forth in Figures 12 and 13.

Claims

1. A method of scrolling, within a selected window of a display screen, graphic and graphic encoded text data prestored in rows of a display refresh buffer of a raster scan all-points-addressable video display operable in a graphics mode, by moving rows bounded by said window in said display refresh buffer from source locations to destination locations, said method being characterised by the steps of:
 - specifying diagonally opposite corners of the window and the number of rows to be scrolled;
 - calculating the size and location of the window;
 - moving a first row from a source location to a destination location within said window; and
 - moving succeeding rows to be scrolled from successive source locations to successive destination locations within said window.
2. The method according to claim 1 consisting in:
 - determining the number of rows and columns in said window and the location of said window;
 - establishing a destination pointer addressing the row corresponding to a first corner of said window;
 - establishing a source pointer addressing a row offset from the row corresponding to said first corner by a selectable number of rows to be scrolled;
 - moving a row of length equal to the number of columns in said window from one location addressed by said source pointer to another location addressed by said destination pointer;
 - modifying the destination pointer and source pointer by one row; and repeating the moving and modifying steps for each of the rows to be scrolled, thereby scrolling selected rows of graphic and/or graphic encoded text data to a new location within said window while leaving a portion of said window available for display of new information and retaining the display of data outside of said window unaltered.
3. The method according to claim 2, further comprising the step of:
 - blanking the portion of the window from which rows were moved during said moving step.
4. The method according to claim 3, comprising the step of applying, during the blanking step, a selectable color attribute.
5. A display control system comprising a processor (20) for referencing a control program store (27), a raster scan video display (50), display refresh buffer means for selectively storing rows of graphic and graphic encoded text character data and for directly refreshing the raster scan video display means, means (25) providing a program that controls operation of said processor, said processor being responsive to a scroll request for a number of rows to be scrolled from source locations to destination locations within a window in the display refresh buffer means, characterised in that:
 - said process is responsive to said scroll request specifying diagonally opposite corners (71, 72) of said window and the number of rows to be scrolled for calculating the size and location of said window in said display refresh buffer means and for transferring the rows to be scrolled individually from said source locations to said destination locations.

50 Patentansprüche

1. Verfahren zum Bilddurchlauf innerhalb eines angewählten Fensters von einem Bildschirm von grafischen oder grafisch verschlüsselten, in Zeilen eines Bildschirmwiederholungsspeichers kodierten Textdaten oder eines in einer Video-Display geeigneten Schriftenart All-punkteaddressablen Rasterbildes, durch Bewegen der mit dem Fenster verbundenen Zeilen in genanntem Bildschirmwiederholungsspeicher von Ausgangsplätzen zu Bestimmungsplätzen, gekennzeichnet durch folgende Schritte:

Angeben diagonal gegenüberliegender Ecken des Fensters und der Nummer der Zeilen, die durchlaufen werden sollen;

- Berechnen der Größe und des Ortes des Fensters; Übertragung einer ersten Zeile von einem Ausgangsplatz zu einem Bestimmungsort in genanntem Fenster; und
- aufeinanderfolgendes Übertragen von durchzulaufenden Zeilen von aufeinanderfolgenden Ausgangsplätzen zu aufeinanderfolgenden Bestimmungsplätzen in genanntem Fenster.

2. Verfahren nach Anspruch 1 bestehend aus:

- Bestimmen der Nummern der Reihen und Spalten in genanntem Fenster und des Ortes des genannten Fensters;





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Erstellen eines die dem ersten Eck des Fensters entsprechenden Zeile adressierenden Bestimmungszeigers;

Erstellen eines eine Reihenversetzung von der die ersten Ecke entsprechenden Zeile adressierenden Ausgangszeigers durch eine auswählbare Nummer der Reihen, die durchlaufen werden sollen;

5 Übertragen einer Zeile einer Länge gleich der Nummern der Spalten in dem Fenster von einer durch den Ausgangszeiger adressierten Platz zu einem anderen durch den Bestimmungszeiger adressierten Platz;

10 Modifizieren des Bestimmungszeigers und Ausgangszeigers durch eine Zeile; und Wiederholen des Übertragungs- und Modifizierschrittes für jede der Zeilen, die durchlaufen werden sollen, dabei Durchlaufen ausgewählter Zeilen der grafischen oder grafisch codierten Textdaten zu einem neuen Platz in dem Fenster verfügbar zur Anzeige neuer Informationen und Erhalten der Anzeige der Daten außerhalb des unveränderten Fensters.

3. Verfahren nach Anspruch 2 gekennzeichnet durch folgenden weiteren Verfahrensschritt:

15 Dunkelsteuern des Teils des Fensters von welchem Zeilen übertragen werden während des Übertragungsschrittes.

4. Verfahren nach Anspruch 3, gekennzeichnet durch den Einsatz eines auswählbaren Farbattributes während des Dunkelastens.

5. Display Control System mit einem Prozessor (20) zur Bezugnahme eines Steuerprogramm Speichers (27), einem Rasterabtast-Video-Display (50), Bilddurchlaufwiederholungspeicherglieder für ausgewähltes 20 Speichern von Zeilen von grafischen und grafisch codierten Textzeichendaten und für direkte Wiederholung der Rasterabtastvideodisplayglieder, Schaltglieder (25) mit einem Programm, das den Ablauf des genannten Prozessors steuert, wobei der Prozessor auf eine Bilddurchlaufanforderung für eine Nummer oder Zeile anspricht, die von Ausgangsplätzen zu Bestimmungsplätzen innerhalb eines Fensters in dem Bildwiederholungspeichergliedern durchlaufen sollen, dadurch gekennzeichnet, daß der genannte 25 Prozessor auf die Durchlaufanforderung durch Angeben diagonal gegenüberliegenden Ecken (71, 72) des Fensters und der Nummern der durchzulaufenden Zeilen anspricht zum Berechnen der Größe und des Ortes des Fensters in dem Displaydurchlaufwiederholungspeicherglied und zum Übertragen der Zeilen, die einzeln von den Ausgangsplätzen zu den Bestimmungsplätzen durchlaufen sollen.

30 Revendications

1. Procédé de défilement, à l'intérieur d'une fenêtre choisie d'un écran d'affichage, de données de texte graphiques et codées en graphique prémodifiées dans des rangées d'un tampon de rafraîchissement d'affichage d'un affichage vidéo adressable en tous points à balayage par trame actionnable dans un mode 35 graphique, en déplaçant des rangées liées par ladite fenêtre dans le tampon de rafraîchissement d'affichage à partir d'emplacements source vers des emplacements destination, ce procédé étant caractérisé par les étapes suivantes:

spécifier des coins diagonalement opposés de la fenêtre et le nombre de rangées à faire défiler; calculer la dimension et l'emplacement de la fenêtre;

40 déplacer une première rangée à partir d'un emplacement source vers un emplacement destination à l'intérieur de la fenêtre;

déplacer des rangées successives à faire défiler à partir d'emplacements source successifs vers des emplacements destination successifs dans la fenêtre.

2. Procédé selon la revendication 1, consistant à:

45 déterminer le nombre de rangées et de colonnes dans la fenêtre et l'emplacement de la fenêtre;

établir un pointeur de destination adressant la rangée correspondant à un premier coin de la fenêtre;

établir un pointeur source adressant une rangée décalée par rapport à la rangée correspondant audit premier coin d'un nombre sélectionnable de rangées à faire défiler;

50 déplacer une rangée de longueur égale au nombre de colonnes dans la fenêtre d'un premier emplacement adressé par le pointeur source vers un autre emplacement adressé par le pointeur destination;

modifier le pointeur destination et le pointeur source d'une rangée; et

répéter les étapes de déplacement et de modification pour chacune des rangées à faire défiler, faisant ainsi défiler des rangées choisies de données de texte graphiques et/ou codées en graphique vers un 55 nouvel emplacement dans la fenêtre tandis que l'on laisse une partie de la fenêtre disponible pour l'affichage de nouvelles informations et que l'on maintient sans modification l'affichage des données extérieures à la fenêtre.

3. Procédé selon la revendication 2, comprenant en outre l'étape suivante:

60 effacer la partie de la fenêtre à partir de laquelle des rangées ont été déplacées pendant l'étape de déplacement.

4. Procédé selon la revendication 3, comprenant l'étape consistant à appliquer, pendant l'étape d'effacement, un attribut de couleur sélectionnable.

5. Système de commande d'affichage comprenant un processeur (20) pour référencer une mémoire de programme de commande (27), un affichage vidéo à balayage par trames (50), un moyen tampon de 65 rafraîchissement d'affichage pour mémoriser sélectivement des rangées de données de caractères de texte

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graphiques et codées en graphique et pour rafraîchir directement le moyen d'affichage vidéo à balayage par trames, un moyen (25) fournissant un programme qui commande le fonctionnement du processeur, ce processeur étant sensible à une requête de défilement pour un nombre de rangées à faire défiler à partir d'emplacements source vers des emplacements destination dans une fenêtre dans le moyen tampon de rafraîchissement d'affichage, caractérisé en ce que:

le processeur agit en réponse à la requête de défilement spécifiant des coins diagonalement opposés (71, 72) de la fenêtre et le nombre de rangées à faire défiler pour calculer la dimension et l'emplacement de la fenêtre dans le moyen tampon de rafraîchissement d'affichage et pour transférer les rangées à faire défiler individuellement à partir des emplacements source vers les emplacements destination.

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