## CPC COOPERATIVE PATENT CLASSIFICATION

### G PHYSICS

(NOTES omitted)

### **INSTRUMENTS**

G09 EDUCATION; CRYPTOGRAPHY; DISPLAY; ADVERTISING; SEALS

# G09G ARRANGEMENTS OR CIRCUITS FOR CONTROL OF INDICATING DEVICES USING STATIC MEANS TO PRESENT VARIABLE INFORMATION (arrangements

for transferring data between digital computers and displays <u>G06F 3/14</u>; static indicating arrangements comprising an association of a number of separate sources or light control cells <u>G09F 9/00</u>; static indicating arrangements comprising integral associations of a number of light sources <u>H01J</u>, <u>H01K</u>, <u>H01L</u>, <u>H05B 33/12</u>; scanning, transmission or reproduction of documents or the like, e.g. facsimile transmission, details thereof H04N 1/00)

### NOTES

- 1. This subclass <u>covers</u> indicator consoles, i.e. arrangements or circuits for processing control signals to achieve the display, e.g. for the calling up, reception, storage, regeneration, coding, decoding, addressing of control signals.
- 2. This subclass <u>does not cover</u> the structural details of the indicating devices, such as panels or tubes <u>per se</u>, or assemblies of individual light sources, which are covered by the relevant subclasses, e.g. <u>H01J</u>, <u>H01K</u>, <u>H01L</u>, <u>H10K</u>, <u>G02F</u>, <u>G09F</u>, <u>H05B</u>.
- 3. Contrary to subclass <u>H04N</u>, in which are classified display devices capable of representing continuous brightness value scales, this subclass is limited to devices using only a discrete number of brightness values, e.g. visible/non-visible.
- 4. The visual effect may be produced by a luminescent screen scanned by an electron beam, directly by controlled light sources, by projection of light, from controlled light sources onto characters, symbols, or elements thereof drawn on a support, or by electric, magnetic, or acoustic control of the parameters of light rays from an independent source.

#### WARNING

In this subclass non-limiting references (in the sense of paragraph 39 of the Guide to the IPC) may still be displayed in the scheme.

1/00	Control arrangements or circuits, of interest only	1/07	with combined raster scan and calligraphic
	in connection with cathode-ray tube indicators;		display
	{General aspects or details, e.g. selection emphasis	1/08	the beam directly tracing characters, the
	on particular characters, dashed line or dotted		information to be displayed controlling the
	line generation; Preprocessing of data}(cathode-		deflection {and the intensity} as a function of
	ray oscilloscopes <u>G01R 13/20</u> ; {radar display		time in two spatial co-ordinates, e.g. according to
	arrangements G01S 7/04; display of digital non-		a cartesian co-ordinate system
	picture data in television systems <u>H04N 7/0255</u> })	1/10	the deflection signals being produced by
1/002	• {Intensity circuits ( <u>G09G 1/06</u> - <u>G09G 1/28</u> take		essentially digital means, e.g. incrementally
	precedence)}	1/12	the deflection signals being produced by
1/005	• {Power supply circuits}		essentially analogue means
1/007	• {Circuits for displaying split screens}	1/14	the beam tracing a pattern independent of
1/02	• Storage circuits (G09G 1/06 - G09G 1/28 take		the information to be displayed, this latter
	precedence)		determining the parts of the pattern rendered
1/04	<ul> <li>Deflection circuits {; Constructional details</li> </ul>		respectively visible and invisible
	not otherwise provided for (electron-optical	1/143	• • • {Circuits for displaying horizontal and vertical
	arrangements H01J 29/46, H01J 37/04,		lines}
	<u>H01J 37/302</u> )}	1/146	• • • {Flicker reduction circuits}
1/06	• using single beam tubes ( <u>G09G 1/26</u> , <u>G09G 1/28</u>	1/16	the pattern of rectangular co-ordinates
	take precedence), {e.g. three-dimensional or		extending over the whole area of the screen, i.e.
	perspective representation, rotation or translation of		television type raster
	display pattern, hidden lines, shadows (G09G 1/28		
	takes precedence; stereoscopic TV-systems,		

CPC - 2024.05

details thereof <u>H04N 13/00</u>; oscilloscopes for three-dimensional representation <u>G01R 13/206</u>;

vectorscopes G01R 13/208)}

1/162	• • • • {for displaying digital inputs as analog	3/008	• {forming an image on an image carrier by relative
	magnitudes, e.g. curves, bar graphs,		movement of a writing unit to the image carrier,
	coordinate axes, singly or in combination		e.g. on a photoconductive rotating belt, or on an
	with alpha-numeric characters (cathode-ray	2/02	electronic blackboard}
	oscilloscopes for displaying analog inputs,	3/02	• by tracing or scanning a light beam on a screen
	singly or in combination with alpha-numeric	3/025	• • {with scanning or deflecting the beams in two
	characters <u>G01R 13/20</u> ; television receiver		directions or dimensions}
	circuitry for displaying supplementary, e.g.	3/03	<ul> <li>{specially adapted for displays having non-planar</li> </ul>
1/1/5	alpha-numeric, information <u>H04N 5/445</u> )}		surfaces, e.g. curved displays}
1/165	{Details of a display terminal using a CRT,	3/035	• • {for flexible display surfaces}
	the details relating to the control arrangement of the display terminal and to the interfaces	3/04	<ul> <li>for presentation of a single character by selection</li> </ul>
	thereto (details suitable for both CRT and flat		from a plurality of characters, or by composing the
	panel G09G 5/003; specific for a flat panel		character by combination of individual elements,
	G09G 3/2092)}		e.g. segments {using a combination of such display
1/167	• • • • {Details of the interface to the display		devices for composing words, rows or the like, in a
1/10/	terminal specific for a CRT (details	2/0.47	frame with fixed character positions}
	suitable for both CRT and flat panel	3/045	• • {Selecting complete characters}
	G09G 5/006, specific for a flat panel	3/06	using controlled light sources
	G09G 3/2096)}	3/08	using incandescent filaments
1/18	a small local pattern covering only a single	3/10	• • using gas tubes
1, 10	character, and stepping to a position for the	3/12	• • • using electroluminescent elements
	following character, e.g. in rectangular or polar	3/14	Semiconductor devices, e.g. diodes
	co-ordinates, or in the form of a framed star	3/16	by control of light from an independent source
1/20	• using multi-beam tubes ( <u>G09G 1/26</u> , <u>G09G 1/28</u>	3/18	using liquid crystals
	take precedence)	3/19	using electrochromic devices
1/22	<ul> <li>using tubes permitting selection of a complete</li> </ul>	3/20	• for presentation of an assembly of a number of
	character from a number of characters {(tubes		characters, e.g. a page, by composing the assembly
	therefor <u>H01J 31/16</u> )}		by combination of individual elements arranged
1/24	<ul> <li>using tubes permitting selection of individual</li> </ul>		in a matrix {no fixed position being assigned to or
	elements forming in combination a character {(see		needed to be assigned to the individual characters or
	provisionally also G09G 1/22)}		partial characters}
1/26	• using storage tubes {(tubes therefor <u>H01J 31/58</u> )}	3/2003	• • {Display of colours (specific for liquid crystal
1/28	• using colour tubes {(tubes therefor H01J 31/20)}		displays <u>G09G 3/3607</u> )}
1/285	• • {Interfacing with colour displays, e.g. TV	3/2007	• • {Display of intermediate tones}
	receiver}	3/2011	• • • {by amplitude modulation}
2/00		3/2014	• • • {by modulation of the duration of a single pulse
3/00	Control arrangements or circuits, of interest only		during which the logic level remains constant}
	in connection with visual indicators other than	3/2018	• • • {by time modulation using two or more time
2/001	<ul><li>cathode-ray tubes</li><li>{using specific devices not provided for in</li></ul>		intervals}
3/001	groups G09G 3/02 - G09G 3/36, e.g. using an	3/2022	• • • {using sub-frames}
	intermediate record carrier such as a film slide;	3/2025	• • • • { the sub-frames having all the same time
	Projection systems; Display of non-alphanumerical		duration}
	information, solely or in combination with	3/2029	• • • • { the sub-frames having non-binary
	alphanumerical information, e.g. digital display		weights}
	on projected diapositive as background (slide	3/2033	• • • • { with splitting one or more sub-frames
	projectors <u>per se G03B 23/00</u> = 42 HP)}		corresponding to the most significant bits
3/002	• • {to project the image of a two-dimensional		into two or more sub-frames}
	display, such as an array of light emitting or	3/2037	• • • • { with specific control of sub-frames
	modulating elements or a CRT}		corresponding to the least significant bits}
3/003	• • {to produce spatial visual effects}	3/204	• • • • { the sub-frames being organized in
3/004	• {to give the appearance of moving signs}		consecutive sub-frame groups}
3/005	• {forming an image using a quickly moving array	3/2044	• • • {using dithering}
2,002	of imaging elements, causing the human eye to	3/2048	• • • { with addition of random noise to an image
	perceive an image which has a larger resolution than		signal or to a gradation threshold}
	the array, e.g. an image on a cylinder formed by a	3/2051	• • • { with use of a spatial dither pattern}
	rotating line of LEDs parallel to the axis of rotation}	3/2055	• • • • {the pattern being varied in time}
3/006	• {Electronic inspection or testing of displays and	3/2059	• • • {using error diffusion}
	display drivers, e.g. of LED or LCD displays	3/2062	• • • {using error diffusion in time}
	(testing individual LED's G01R 31/2635; testing	3/2066	• • • • { with error diffusion in both space and
	lamps G01R 31/44; testing of optical features of		time}
	LCD displays <u>G02F 1/1309</u> )}	3/207	• • • {by domain size control (G09G 3/3637 takes
3/007	• {Use of pixel shift techniques, e.g. by mechanical		precedence)}
	shift of the physical pixels or by optical shift of the	3/2074	• • · {using sub-pixels}
	perceived pixels}		

3/2077	• • • {by a combination of two or more gradation	3/2946	{by introducing variations of the
3/2081	control methods} { with combination of amplitude modulation		frequency of sustain pulses within a frame or non-proportional variations of the number of sustain pulses in
	and time modulation (space and time error diffusion G09G 3/2066)}		each subfield}
3/2085	Special arrangements for addressing the individual elements of the matrix, other than by driving respective rows and columns in	3/2948	• • • • {by increasing the total sustaining time with respect to other times in the frame}
	combination}	3/296	Driving circuits for producing the
3/2088	• • • {with use of a plurality of processors, each processor controlling a number of individual	0.00.45	waveforms applied to the driving electrodes
2/2002	elements of the matrix}		• • • { using inductors for energy recovery }
3/2092	<ul> <li>• {Details of a display terminals using a flat panel, the details relating to the control arrangement</li> </ul>		<ul><li>using opposed discharge type panels</li><li>using surface discharge panels</li></ul>
	of the display terminal and to the interfaces		{using surface discharge panels}
	thereto (suitable for both CRT and flat panel	3/2/03 • •	arrangements}
	<u>G09G 5/003</u> ; specific for a CRT <u>G09G 1/165</u> )}	3/2986	• • • • { with more than 3 electrodes involved
3/2096	• • • {Details of the interface to the display terminal		in the operation}
	specific for a flat panel (suitable for both CRT and flat panel <u>G09G 5/006</u> ; specific for a CRT	3/299	• • • using alternate lighting of surface-type panels
3/22	G09G 1/167)} using controlled light sources		<ul> <li>using electroluminescent panels</li> </ul>
3/24	using controlled light sources     using incandescent filaments	3/32	• semiconductive, e.g. using light-emitting
3/26	to give the appearance of moving signs	2/2209	diodes [LED]
3/28	using luminous gas-discharge panels, e.g.	3/3208	organic, e.g. using organic light-emitting diodes [OLED]
	plasma panels	3/3216	using a passive matrix
3/2803	• • • • {Display of gradations ( <u>G09G 3/288</u> takes		using an active matrix
a /a c c =	precedence)}	3/3233	with pixel circuitry controlling the
3/2807	• • • • with discharge activated by high-frequency signals specially adapted therefor		current through the light-emitting element
3/2813	using alternating current [AC] - direct	3/3241	the current through the light-
3/282	current [DC] hybrid-type panels		emitting element being set using
3/285	<ul><li> using DC panels</li><li> using self-scanning</li></ul>		a data current provided by the data driver, e.g. by using a two-
3/288	using AC panels		transistor current mirror
3/29	using self-shift panels {with sequential	3/325	• • • • • • the data current flowing through
	transfer of the discharges from an input		the driving transistor during a
	position to a further display position}		setting phase, e.g. by using a
3/291	controlling the gas discharge to control a		switch for connecting the driving
	cell condition, e.g. by means of specific pulse shapes	3/3258	transistor to the data driver with pixel circuitry controlling the
3/292	for reset discharge, priming discharge	3/3236 • •	voltage across the light-emitting
3,2,2	or erase discharge occurring in a phase		element
	other than addressing	3/3266	Details of drivers for scan electrodes
3/2922	• • • • • {Details of erasing}		Details of drivers for data electrodes
3/2925	{Details of priming}	3/3283	in which the data driver supplies a
3/2927	{Details of initialising}		variable data current for setting the current through, or the voltage across,
3/293	for address discharge		the light-emitting elements
3/2932	• • • • • • {Addressed by writing selected cells that are in an OFF state}	3/3291	in which the data driver supplies a variable data voltage for setting the
3/2935	• • • • • {Addressed by erasing selected cells that are in an ON state}		current through, or the voltage across,
3/2937	• • • • • {being addressed only once per	3/34	the light-emitting elements by control of light from an independent source
3/294	frame } for lighting or sustain discharge		• {Control of illumination source (illumination
3/294	{with special waveforms to increase		devices structurally associated with liquid
	luminous efficiency}	3/3413	crystal cells <u>G02F 1/1336</u> )}  • {Details of control of colour illumination
3/2944	{by varying the frequency of sustain pulses or the number of sustain pulses		sources}
	proportionally in each subfield of the whole frame}	3/342	• • {using several illumination sources separately controlled corresponding to different display panel areas, e.g. along one
			dimension such as lines}

3/3426	• • • • { the different display panel areas being distributed in two dimensions, e.g. matrix }	3/3655	• • • • • {Details of drivers for counter electrodes, e.g. common electrodes
3/3433	<ul> <li> {using light modulating elements actuated by an electric field and being other than liquid</li> </ul>		for pixel capacitors or supplementary storage capacitors}
	crystal devices and electrochromic devices	3/3659	{the addressing of the pixel involving
	(using liquid crystal devices G09G 3/36; using	3/3039	the control of two or more scan
			electrodes or two or more data
2/244	electrochromic devices <u>G09G 3/38</u> )}		
3/344	• • • {based on particles moving in a fluid		electrodes, e.g. pixel voltage dependant
	or in a gas, e.g. electrophoretic devices	2/2//2	on signal of two data electrodes}
	(electrophoretic devices per se G02F 1/167)}	3/3662	• • • • • {using plasma-addressed liquid crystal
3/3446	• • • • { with more than two electrodes controlling		displays}
	the modulating element}	3/3666	• • • • { with the matrix divided into sections }
3/3453	• • • {based on rotating particles or	3/367	• • • • { with a nonlinear element in series with
	microelements}		the liquid crystal cell, e.g. a diode, or
3/346	• • • {based on modulation of the reflection angle,		M.I.M. element}
	e.g. micromirrors (micromirrors devices per	3/3674	• • • • {Details of drivers for scan electrodes}
	<u>se</u> <u>G02B 26/0833</u> )}	3/3677	• • • • • {suitable for active matrices only}
3/3466	• • • {based on interferometric effect}	3/3681	• • • • • { suitable for passive matrices only }
3/3473	• • • {based on light coupled out of a light guide,	3/3685	• • • • {Details of drivers for data electrodes}
	e.g. due to scattering, by contracting the light	3/3688	• • • • { suitable for active matrices only }
	guide with external means}	3/3692	• • • • {suitable for passive matrices only}
3/348	• • • {based on the deformation of a fluid drop,	3/3696	(Generation of voltages supplied to
3/3486	e.g. electrowetting} {using light modulating elements actuated by a		electrode drivers}
3/3400	magnetic field}	3/38	using electrochromic devices
3/3493	• • • {using light modulating elements actuated by a	5/00	Control arrangements or circuits for visual
-,-,,-	piezoelectric effect}		indicators common to cathode-ray tube indicators
3/36	using liquid crystals		and other visual indicators (image data processing
3/3603	• • • • {with thermally addressed liquid crystals}		or generation, in general <u>G06T</u> )
3/3607	{for displaying colours or for displaying	5/001	• {Arbitration of resources in a display system, e.g.
3/3007	grey scales with a specific pixel layout,		control of access to frame buffer by video controller
	e.g. using sub-pixels (display of colours in		and/or main processor}
	flat matrix panels other than liquid crystal	5/003	• {Details of a display terminal, the details relating
	displays G09G 3/2003; grey scales specific		to the control arrangement of the display terminal
	for television H04N 3/127)}		and to the interfaces thereto (specific for a CRT
3/3611	{Control of matrices with row and column		<u>G09G 1/165</u> ; for a flat panel <u>G09G 3/2092</u> )}
	drivers}	5/005	• • {Adapting incoming signals to the display format
3/3614	{Control of polarity reversal in general}		of the display terminal}
3/3618	• • • • { with automatic refresh of the display	5/006	• • {Details of the interface to the display terminal
	panel using sense/write circuits}		(specific for a display terminal using a CRT
3/3622	{using a passive matrix		<u>G09G 1/167</u> ; using a flat panel <u>G09G 3/2096</u> ;
	( <u>G09G 3/3674</u> - <u>G09G 3/3696</u> take		circuits for interfacing with colour displays
	precedence)}		<u>G09G 5/04</u> )}
3/3625	• • • • • {using active addressing}	5/008	• • • {Clock recovery}
3/3629	{using liquid crystals having memory	5/02	<ul> <li>characterised by the way in which colour is</li> </ul>
3/302)	effects, e.g. ferroelectric liquid crystals}		displayed {(details of colour display specific for
3/3633	• • • • • { with transmission/voltage		CRTs G09G 1/28; specific for flat matrix panels
3/3033	characteristic comprising multiple		other than liquid crystal displays <u>G09G 3/2003</u> ;
	loops, e.g. antiferroelectric liquid		specific for liquid crystal displays <u>G09G 3/3607</u> )}
	crystals}	5/022	• • {using memory planes}
3/3637	• • • • • { with intermediate tones displayed	5/024	• • {using colour registers, e.g. to control
0,000,	by domain size control (domain size		background, foreground, surface filling
	control in flat matrix panels other than		$(\underline{G09G 5/06} \text{ takes precedence})$
	liquid crystal displays having memory	5/026	• • {Control of mixing and/or overlay of colours
	effects <u>G09G 3/207</u> )}		in general ( <u>G09G 5/022</u> and <u>G09G 5/024</u> take
3/364	• • • • • { with use of subpixels }	= ,=	precedence)}
3/3644	• • • • • { with the matrix divided into sections }	5/028	• • {Circuits for converting colour display signals
3/3648	{ using an active matrix	<b>=</b> (0 :	into monochrome display signals}
-	( <u>G09G 3/367</u> - <u>G09G 3/3696</u> take	5/04	using circuits for interfacing with colour displays
	precedence)}	5/06	• using colour palettes, e.g. look-up tables
3/3651	• • • • • {using multistable liquid crystals, e.g.	5/08	. Cursor circuits
	ferroelectric liquid crystals}	5/10	Intensity circuits
		5/12	Synchronisation between the display unit and other
			units, e.g. other display units, video-disc players
		5/14	<ul> <li>Display of multiple viewports</li> </ul>

5/16	<ul> <li>Display of right-to-left language</li> </ul>	5/399	• • using two or more bit-mapped memories, the
5/18	<ul> <li>Timing circuits for raster scan displays (specially</li> </ul>		operations of which are switched in time, e.g.
	adapted for television <u>H04N</u> {; synchronisation		ping-pong buffers
	between the display unit and other display units,	5/40	<ul> <li>characterised by the way in which both a pattern</li> </ul>
	videodisc player G09G 5/12})		determined by character code and another pattern
5/20	• Function-generator circuits, e.g. circle generators		are displayed simultaneously, or either pattern
0, 0	{line or curve smoothing circuits}		is displayed selectively, e.g. with character code
5/22	• characterised by the display of characters or indicia		memory and APA, i.e. all-points-addressable,
31 44	using display control signals derived from coded		memory
		5/42	characterised by the display of patterns using
	signals representing the characters or indicia, e.g.	3/42	a display memory without fixed position
	with a character-code memory		
5/222	• • {Control of the character-code memory}		correspondence between the display memory
5/225	{comprising a loadable character generator		contents and the display position on the screen
	(character generators per se G09G 5/24)}	2230/00	Details of flat display driving waysforms
5/227	• • • {Resolution modifying circuits, e.g. variable	2230/00	Details of flat display driving waveforms
	screen formats, resolution change between	2290/00	Indexing scheme relating to details of a display
	memory contents and display screen}		terminal
5/24	Generation of individual character patterns		
5/243	Circuits for displaying proportional spaced	2300/00	Aspects of the constitution of display devices
3/2-13	characters or for kerning}	2300/02	Composition of display devices
5/246	• • • {of ideographic or arabic-like characters}	2300/023	Display panel composed of stacked panels
5/246	` • • • • • • • • • • • • • • • • • • •	2300/026	Video wall, i.e. juxtaposition of a plurality of
5/26	• • • for modifying the character dimensions, e.g.	2300/020	screens to create a display screen of bigger
	double width, double height		dimensions
5/28	for enhancement of character form, e.g.	2200/04	
	smoothing	2300/04	Structural and physical details of display devices
5/30	Control of display attribute	2300/0404	Matrix technologies
5/32	with means for controlling the display position	2300/0408	Integration of the drivers onto the display
	{(see provisionally <u>G09G 5/42</u> )}		substrate
5/34	for rolling or scrolling	2300/0413	Details of dummy pixels or dummy lines in flat
5/343	• • {for systems having a character code-mapped		panels
3/343	display memory}	2300/0417	Special arrangements specific to the use of low
5/346			carrier mobility technology
3/340	• • {for systems having a bit-mapped display	2300/0421	Structural details of the set of electrodes
5/07	memory}	2300/0426	Layout of electrodes and connections
5/36	• characterised by the display of a graphic pattern,		
	e.g. using an all-points-addressable [APA] memory	2300/043	Compensation electrodes or other additional
5/363	• • {Graphics controllers}		electrodes in matrix displays related to
5/366	• • • { with conversion of CRT control signals to flat		distortions or compensation signals, e.g. for
	panel control signals, e.g. adapting the palette		modifying TFT threshold voltage in column
	memory }		driver
5/37	<ul> <li>Details of the operation on graphic patterns</li> </ul>	2300/0434	Flat panel display in which a field is applied
	(G09G 5/38 takes precedence)		parallel to the display plane
5/373	for modifying the size of the graphic pattern	2300/0439	
5/377	for mixing or overlaying two or more graphic	2300/0443	with several sub-pixels for the same colour
0,0,,	patterns ( <u>G09G 5/02</u> , <u>G09G 5/397</u> take		in a pixel, not specifically used to display
	precedence)		gradations (G09G 3/364 takes precedence)
5/38		2300/0447	for multi-domain technique to improve the
	• with means for controlling the display position		viewing angle in a liquid crystal display,
5/39	Control of the bit-mapped memory		such as multi-vertical alignment [MVA]
5/391	Resolution modifying circuits, e.g. variable	2300/0452	Details of colour pixel setup, e.g. pixel
	screen formats	2300/0432	composed of a red, a blue and two green
5/393	Arrangements for updating the contents of the		components
	bit-mapped memory	2200/0456	-
5/395	Arrangements specially adapted for transferring	2300/0456	
	the contents of the bit-mapped memory to the		combined in one pixel, such as in transflectance
	screen (G09G 5/399 takes precedence)		pixels
5/397	Arrangements specially adapted for	2300/046	• • • with an emissive area and a light-modulating
2,371	transferring the contents of two or more		area combined in one pixel
	bit-mapped memories to the screen	2300/0465	Improved aperture ratio, e.g. by size reduction
	simultaneously, e.g. for mixing or overlay		of the pixel circuit, e.g. for improving the pixel
	(G09G 5/02 takes precedence)		density or the maximum displayable luminance
			or brightness
	<u>WARNING</u>	2300/0469	. Details of the physics of pixel operation
	Not complete. See also G09G 5/395,	2300/0473	Use of light emitting or modulating elements
	G09G 5/399		having two or more stable states when no
	<u> </u>		power is applied
			1 11

2300/0478 related to liquid crystal pixels	2300/0885 Pixel comprising a non-linear two-terminal
2300/0482 Use of memory effects in nematic liquid	element alone in series with each display pixel
crystals	element  2200/080  Divel commissing a non-linear two terminal
2300/0486 Cholesteric liquid crystals, including chiral-nematic liquid crystals, with	2300/089 Pixel comprising a non-linear two-terminal element in series with each display pixel
transitions between focal conic, planar,	element, the series comprising also other
and homeotropic states	elements
2300/0491 Use of a bi-refringent liquid crystal, optically	2300/0895 having more than one selection line for a two-
controlled bi-refringence [OCB] with bend	terminal active matrix LCD, e.g. Lechner and
and splay states, or electrically controlled bi-	D2R circuits
refringence [ECB] for controlling the color	2310/00 Command of the display device
2300/0495 Use of transitions between isotropic and	2310/02 • Addressing, scanning or driving the display screen
anisotropic phases in liquid crystals, by	or processing steps related thereto
voltage controlled deformation of the liquid	2310/0202 • Addressing of scan or signal lines
crystal molecules, as opposed to merely changing the orientation of the molecules	2310/0205 Simultaneous scanning of several lines in flat
as in, e.g. twisted-nematic [TN], vertical-	panels
aligned [VA], cholesteric, in-plane, or bi-	2310/0208 using active addressing
refringent liquid crystals	2310/021 Double addressing, i.e. scanning two or more
2300/06 • Passive matrix structure, i.e. with direct application	lines, e.g. lines 2 and 3; 4 and 5, at a time
of both column and row voltages to the light	in a first field, followed by scanning two or
emitting or modulating elements, other than LCD or	more lines in another combination, e.g. lines
OLED	1 and 2; 3 and 4, in a second field 2310/0213 controlling the sequence of the scanning lines
2300/08 • Active matrix structure, i.e. with use of active elements, inclusive of non-linear two terminal	with respect to the patterns to be displayed, e.g.
elements, in the pixels together with light emitting	to save power
or modulating elements	2310/0216 Interleaved control phases for different scan
2300/0804 Sub-multiplexed active matrix panel, i.e. wherein	lines in the same sub-field, e.g. initialization,
one active driving circuit is used at pixel level for	addressing and sustaining in plasma displays
multiple image producing elements	that are not simultaneous for all scan lines
2300/0809 • • Several active elements per pixel in active matrix	2310/0218 with collection of electrodes in groups for n-
panels	dimensional addressing
2300/0814 used for selection purposes, e.g. logical AND	2310/0221 with use of split matrices ( <u>G09G 3/3644</u> and
for partial update	G09G 3/3666 take precedence)
2300/0819 used for counteracting undesired variations,	<ul><li>2310/0224 Details of interlacing</li><li>2310/0227 related to multiple interlacing, i.e. involving</li></ul>
e.g. feedback or autozeroing	more fields than just one odd field and one
2300/0823 used to establish symmetry in driving, e.g. with polarity inversion	even field
2300/0828 forming a digital to analog [D/A] conversion	2310/0229 De-interlacing
circuit	2310/0232 Special driving of display border areas
2300/0833 forming a linear amplifier or follower	2310/0235 . Field-sequential colour display
2300/0838 with level shifting	2310/0237 Switching ON and OFF the backlight within one
2300/0842 forming a memory circuit, e.g. a dynamic	frame
memory with one capacitor	2310/024 Scrolling of light from the illumination source
2300/0847 being a dynamic memory without any	over the display in combination with the scanning
storage capacitor, i.e. with use of parasitic	of the display screen
capacitances as storage elements	2310/0243 . Details of the generation of driving signals
2300/0852 being a dynamic memory with more than one	2310/0245 Clearing or presetting the whole screen independently of waveforms, e.g. on power-on
capacitor 2300/0857 Static memory circuit, e.g. flip-flop	(G09G 2310/063 takes precedence)
2300/0861 with additional control of the display period	2310/0248 Precharge or discharge of column electrodes
without amending the charge stored in a	before or after applying exact column voltages
pixel memory, e.g. by means of additional	2310/0251 Precharge or discharge of pixel before applying
select electrodes	new pixel voltage
2300/0866 by means of changes in the pixel supply	2310/0254 Control of polarity reversal in general, other
voltage	than for liquid crystal displays
2300/0871 with level shifting	2310/0256 with the purpose of reversing the voltage
2300/0876 Supplementary capacities in pixels having special	across a light emitting or modulating element
driving circuits and electrodes instead of being	within a pixel 2310/0259 with use of an analog or digital ramp generator
connected to common electrode or ground; Use of additional capacitively coupled compensation	in the column driver or in the pixel circuit
electrodes	in the column driver of in the pixel eneut
2300/088 using a non-linear two-terminal element	
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2310/0262		2320/0209 • Crosstalk reduction, i.e. to reduce direct or
	than an active matrix LCD, involving the control	indirect influences of signals directed to a certain
	of two or more scan electrodes or two or more	pixel of the displayed image on other pixels of
	data electrodes, e.g. pixel voltage dependent on	said image, inclusive of influences affecting
	signals of two data electrodes	pixels in different frames or fields or sub-images
2310/0264	Details of driving circuits	which constitute a same image, e.g. left and right
2310/0267	Details of drivers for scan electrodes, other	images of a stereoscopic display
	than drivers for liquid crystal, plasma or OLED	2320/0214 with crosstalk due to leakage current of pixel
	displays	switch in active matrix panels
2310/027	Details of drivers for data electrodes, the	2320/0219 • Reducing feedthrough effects in active matrix
	drivers handling digital grey scale data, e.g. use	panels, i.e. voltage changes on the scan electrode
	of D/A converters	influencing the pixel voltage due to capacitive
2310/0272	Details of drivers for data electrodes, the	coupling
	drivers communicating data to the pixels by	2320/0223 Compensation for problems related to R-C delay
	means of a current	and attenuation in electrodes of matrix panels,
2310/0275	Details of drivers for data electrodes, other	e.g. in gate electrodes or on-substrate video signal
	than drivers for liquid crystal, plasma or OLED	electrodes
	displays, not related to handling digital grey	2320/0228 Increasing the driving margin in plasma displays
	scale data or to communication of data to the	2320/0233 . Improving the luminance or brightness uniformity
	pixels by means of a current	across the screen
2310/0278	Details of driving circuits arranged to drive	2320/0238 Improving the black level
	both scan and data electrodes	2320/0242 Compensation of deficiencies in the appearance
2310/0281	Arrangement of scan or data electrode driver	of colours
	circuits at the periphery of a panel not inherent	2320/0247 Flicker reduction other than flicker reduction
	to a split matrix structure	circuits used for single beam cathode-ray tubes
2310/0283	Arrangement of drivers for different directions	2320/0252 Improving the response speed
	of scanning	2320/0257 . Reduction of after-image effects
2310/0286	Details of a shift registers arranged for use in a	2320/0261 • in the context of movement of objects on the
	driving circuit	screen or movement of the observer relative to the
2310/0289	Details of voltage level shifters arranged for	screen
	use in a driving circuit	2320/0266 Reduction of sub-frame artefacts
2310/0291	Details of output amplifiers or buffers arranged	2320/0271 Adjustment of the gradation levels within the
	for use in a driving circuit	range of the gradation scale, e.g. by redistribution
2310/0294	Details of sampling or holding circuits arranged	or clipping
	for use in a driver for data electrodes	2320/0276 for the purpose of adaptation to the
2310/0297	Special arrangements with multiplexing or	characteristics of a display device, i.e. gamma
	demultiplexing of display data in the drivers	correction
	for data electrodes, in a pre-processing circuitry	2320/028 by changing the viewing angle properties, e.g.
	delivering display data to said drivers or in	widening the viewing angle, adapting the viewing
	the matrix panel, e.g. multiplexing plural data	angle to the view direction
	signals to one D/A converter or demultiplexing	2320/0285 using tables for spatial correction of display data
	the D/A converter output to multiple columns	2320/029 by monitoring one or more pixels in the display
2310/04	Partial updating of the display screen	panel, e.g. by monitoring a fixed reference pixel
2310/06	Details of flat display driving waveforms	2320/0295 by monitoring each display pixel
2310/061	for resetting or blanking	2320/04 . Maintaining the quality of display appearance
2310/062	Waveforms for resetting a plurality of scan	2320/041 Temperature compensation
	lines at a time	2320/043 • Preventing or counteracting the effects of ageing
2310/063	Waveforms for resetting the whole screen at	2320/045 Compensation of drifts in the characteristics of
	once	light emitting or modulating elements
2310/065	Waveforms comprising zero voltage phase or	2320/046 Dealing with screen burn-in prevention or
	pause	compensation of the effects thereof
2310/066	Waveforms comprising a gently increasing or	2320/048 using evaluation of the usage time
	decreasing portion, e.g. ramp	2320/06 • Adjustment of display parameters
2310/067	Special waveforms for scanning, where no circuit	
	details of the gate driver are given	· · · · · · · · · · · · · · · · · · ·
2310/068	Application of pulses of alternating polarity prior	2320/0613 • The adjustment depending on the type of the information to be displayed
	to the drive pulse in electrophoretic displays	2320/062 • • • Adjustment of illumination source parameters
2310/08	. Details of timing specific for flat panels, other than	•
	clock recovery	2320/0626 for control of overall brightness
2320/00	Control of display engesting anditions	2320/0633 by amplitude modulation of the brightness of the illumination source
2320/00	Control of display operating conditions	
2320/02	. Improving the quality of display appearance	2320/064 by time modulation of the brightness of the illumination source
2320/0204	Compensation of DC component across the pixels	
	in flat panels	2320/0646 Modulation of illumination source brightness and image signal correlated to each other
		and image signal correlated to each other

2320/0653	Controlling or limiting the speed of brightness	2340/0457	Improvement of perceived resolution by subpixel
	adjustment of the illumination source		rendering
2320/066	for control of contrast	2340/0464	Positioning
2320/0666	for control of colour parameters, e.g. colour	2340/0471	Vertical positioning
	temperature	2340/0478	Horizontal positioning
2320/0673	for control of gamma adjustment, e.g. selecting	2340/0485	Centering horizontally or vertically
	another gamma curve	2340/0492	• Change of orientation of the displayed image, e.g.
2320/068	for control of viewing angle adjustment		upside-down, mirrored
2320/0686	• with two or more screen areas displaying	2340/06	Colour space transformation
2220/0602	information with different brightness or colours	2340/08	Monochrome to colour transformation
2320/0693 2320/08	. Calibration of display systems	2340/10	Mixing of images, i.e. displayed pixel being
2320/08	Arrangements within a display terminal for setting, manually or automatically, display parameters of the		the result of an operation, e.g. adding, on the corresponding input pixels
	display terminal	2340/12	Overlay of images, i.e. displayed pixel being the
2320/10	Special adaptations of display systems for operation	2340/12	result of switching between the corresponding input
2020/10	with variable images		pixels
2320/103	. Detection of image changes, e.g. determination of	2340/125	wherein one of the images is motion video
	an index representative of the image change	2340/14	Solving problems related to the presentation of
2320/106	Determination of movement vectors or equivalent		information to be displayed
	parameters within the image	2340/145	related to small screens
2330/00	Aspects of power supply; Aspects of display	2340/16	Determination of a pixel data signal depending on
2550/00	protection and defect management		the signal applied in the previous frame
2330/02	Details of power systems and of start or stop of	2250/00	
2330/02	display operation	2350/00	Solving problems of bandwidth in display systems
2330/021	Power management, e.g. power saving	2352/00	Parallel handling of streams of display data
2330/022	in absence of operation, e.g. no data being	2354/00	A spects of interfece with display year
	entered during a predetermined time	2354/00	Aspects of interface with display user
2330/023	using energy recovery or conservation	2356/00	Detection of the display position w.r.t. other
2330/024	with inductors, other than in the electrode		display screens
	driving circuitry of plasma displays	2358/00	Arrangements for display data security
2330/025	Reduction of instantaneous peaks of current	2556/00	riffungements for display data security
	•		
2330/026	Arrangements or methods related to booting a	2360/00	Aspects of the architecture of display systems
	Arrangements or methods related to booting a display	<b>2360/00</b> 2360/02	Graphics controller able to handle multiple formats,
2330/026 2330/027	<ul><li>Arrangements or methods related to booting a display</li><li>Arrangements or methods related to powering off</li></ul>	2360/02	• Graphics controller able to handle multiple formats, e.g. input or output formats
2330/027	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> </ul>		<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality</li> </ul>
	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode</li> </ul>	2360/02 2360/04	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> </ul>
2330/027 2330/028	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> </ul>	2360/02	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process</li> </ul>
2330/027 2330/028 2330/04	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> </ul>	2360/02 2360/04 2360/06	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> </ul>
2330/027 2330/028 2330/04 2330/045	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> </ul>	2360/02 2360/04	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for</li> </ul>
2330/027 2330/028 2330/04	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences</li> </ul>	2360/02 2360/04 2360/06	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as</li> </ul>
2330/027 2330/028 2330/04 2330/045	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received</li> </ul>	2360/02 2360/04 2360/06	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> </ul>	2360/02 2360/04 2360/06 2360/08	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> </ul>
2330/027 2330/028 2330/04 2330/045	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in</li> </ul>	2360/02 2360/04 2360/06 2360/08	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/08 2330/10	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/08 2330/10 2330/12	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/08 2330/10 2330/12 2340/00	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122 2360/123	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using interleaving</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports,</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/08 2330/10 2330/12	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> <li>Handling of images in compressed format, e.g.</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122 2360/123 2360/125	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports, not inclusive of standard details of the output</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/08 2330/10 2330/12 2340/00 2340/02	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> <li>Handling of images in compressed format, e.g. JPEG, MPEG</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122 2360/123 2360/125 2360/126	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using interleaving</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports, not inclusive of standard details of the output serial port of a VRAM</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/08 2330/10 2330/12 2340/00 2340/02	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> <li>Handling of images in compressed format, e.g. JPEG, MPEG</li> <li>Changes in size, position or resolution of an image</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122 2360/123 2360/125	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports, not inclusive of standard details of the output serial port of a VRAM</li> <li>Updating a frame memory using a transfer of data</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/08 2330/10 2330/12 2340/00 2340/02	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> <li>Handling of images in compressed format, e.g. JPEG, MPEG</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122 2360/123 2360/125 2360/126	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using interleaving</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports, not inclusive of standard details of the output serial port of a VRAM</li> <li>Updating a frame memory using a transfer of data from a source area to a destination area</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/08 2330/10 2330/12 2340/00 2340/02	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> <li>Handling of images in compressed format, e.g. JPEG, MPEG</li> <li>Changes in size, position or resolution of an image</li> <li>Resolution change, inclusive of the use of</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122 2360/123 2360/125 2360/126	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports, not inclusive of standard details of the output serial port of a VRAM</li> <li>Updating a frame memory using a transfer of data from a source area to a destination area</li> <li>Frame memory using a Synchronous Dynamic</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/08 2330/10 2330/12 2340/00 2340/02 2340/04 2340/0407	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> <li>Handling of images in compressed format, e.g. JPEG, MPEG</li> <li>Changes in size, position or resolution of an image</li> <li>Resolution change, inclusive of the use of different resolutions for different screen areas</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122 2360/123 2360/125 2360/126 2360/127 2360/128	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports, not inclusive of standard details of the output serial port of a VRAM</li> <li>Updating a frame memory using a transfer of data from a source area to a destination area</li> <li>Frame memory using a Synchronous Dynamic RAM [SDRAM]</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/06 2330/10 2330/12 2340/00 2340/02 2340/04 2340/0407	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> <li>Handling of images in compressed format, e.g. JPEG, MPEG</li> <li>Changes in size, position or resolution of an image</li> <li>Resolution change, inclusive of the use of different resolutions for different screen areas</li> <li>Vertical resolution change</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122 2360/123 2360/125 2360/126	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports, not inclusive of standard details of the output serial port of a VRAM</li> <li>Updating a frame memory using a transfer of data from a source area to a destination area</li> <li>Frame memory using a Synchronous Dynamic RAM [SDRAM]</li> <li>Detecting light within display terminals, e.g. using a</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/08 2330/10 2330/12 2340/00 2340/02 2340/04 2340/0407 2340/0414 2340/0421	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> <li>Handling of images in compressed format, e.g. JPEG, MPEG</li> <li>Changes in size, position or resolution of an image</li> <li>Resolution change, inclusive of the use of different resolutions for different screen areas</li> <li>Vertical resolution change</li> <li>Horizontal resolution change</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122 2360/123 2360/125 2360/126 2360/127 2360/128 2360/14	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using interleaving</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports, not inclusive of standard details of the output serial port of a VRAM</li> <li>Updating a frame memory using a transfer of data from a source area to a destination area</li> <li>Frame memory using a Synchronous Dynamic RAM [SDRAM]</li> <li>Detecting light within display terminals, e.g. using a single or a plurality of photosensors</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/08 2330/10 2330/12 2340/00 2340/02 2340/04 2340/0407 2340/0414 2340/0421 2340/0428	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> <li>Handling of images in compressed format, e.g. JPEG, MPEG</li> <li>Changes in size, position or resolution of an image</li> <li>Resolution change, inclusive of the use of different resolutions for different screen areas</li> <li>Vertical resolution change</li> <li>Horizontal resolution change</li> <li>Gradation resolution change</li> <li>Gradation resolution change</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122 2360/123 2360/125 2360/126 2360/127 2360/128	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports, not inclusive of standard details of the output serial port of a VRAM</li> <li>Updating a frame memory using a transfer of data from a source area to a destination area</li> <li>Frame memory using a Synchronous Dynamic RAM [SDRAM]</li> <li>Detecting light within display terminals, e.g. using a single or a plurality of photosensors</li> <li>the light conveying information used for selecting</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/08 2330/10 2330/12 2340/00 2340/02 2340/04 2340/0407 2340/0414 2340/0421 2340/0428	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> <li>Handling of images in compressed format, e.g. JPEG, MPEG</li> <li>Changes in size, position or resolution of an image</li> <li>Resolution change, inclusive of the use of different resolutions for different screen areas</li> <li>Vertical resolution change</li> <li>Horizontal resolution change</li> <li>Gradation resolution change</li> <li>Change or adaptation of the frame rate of the video stream</li> <li>Handling or displaying different aspect ratios, or</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122 2360/123 2360/125 2360/126 2360/127 2360/128 2360/14	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using interleaving</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports, not inclusive of standard details of the output serial port of a VRAM</li> <li>Updating a frame memory using a transfer of data from a source area to a destination area</li> <li>Frame memory using a Synchronous Dynamic RAM [SDRAM]</li> <li>Detecting light within display terminals, e.g. using a single or a plurality of photosensors</li> </ul>
2330/027 2330/028 2330/04 2330/04 2330/06 2330/08 2330/10 2330/12 2340/00 2340/02 2340/04 2340/0407 2340/0414 2340/0421 2340/0428 2340/04428 2340/04428	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> <li>Handling of images in compressed format, e.g. JPEG, MPEG</li> <li>Changes in size, position or resolution of an image</li> <li>Resolution change, inclusive of the use of different resolutions for different screen areas</li> <li>Vertical resolution change</li> <li>Horizontal resolution change</li> <li>Gradation resolution change</li> <li>Change or adaptation of the frame rate of the video stream</li> <li>Handling or displaying different aspect ratios, or changing the aspect ratio</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122 2360/123 2360/125 2360/126 2360/127 2360/128 2360/14	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports, not inclusive of standard details of the output serial port of a VRAM</li> <li>Updating a frame memory using a transfer of data from a source area to a destination area</li> <li>Frame memory using a Synchronous Dynamic RAM [SDRAM]</li> <li>Detecting light within display terminals, e.g. using a single or a plurality of photosensors</li> <li>the light conveying information used for selecting or modulating the light emitting or modulating element</li> <li>the light being detected by light detection</li> </ul>
2330/027 2330/028 2330/04 2330/045 2330/06 2330/08 2330/10 2330/12 2340/00 2340/02 2340/04 2340/0407 2340/0421 2340/0428 2340/0435	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> <li>Handling of images in compressed format, e.g. JPEG, MPEG</li> <li>Changes in size, position or resolution of an image</li> <li>Resolution change, inclusive of the use of different resolutions for different screen areas</li> <li>Vertical resolution change</li> <li>Horizontal resolution change</li> <li>Gradation resolution change</li> <li>Change or adaptation of the frame rate of the video stream</li> <li>Handling or displaying different aspect ratios, or changing the aspect ratio</li> <li>Zooming at least part of an image, i.e. enlarging it</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/122 2360/123 2360/125 2360/126 2360/127 2360/128 2360/141 2360/141	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports, not inclusive of standard details of the output serial port of a VRAM</li> <li>Updating a frame memory using a transfer of data from a source area to a destination area</li> <li>Frame memory using a Synchronous Dynamic RAM [SDRAM]</li> <li>Detecting light within display terminals, e.g. using a single or a plurality of photosensors</li> <li>the light conveying information used for selecting or modulating the light emitting or modulating element</li> <li>the light being detected by light detection means within each pixel</li> </ul>
2330/027 2330/028 2330/04 2330/04 2330/06 2330/08 2330/10 2330/12 2340/00 2340/02 2340/04 2340/0407 2340/0414 2340/0421 2340/0428 2340/04428 2340/04428	<ul> <li>Arrangements or methods related to booting a display</li> <li>Arrangements or methods related to powering off a display</li> <li>Generation of voltages supplied to electrode drivers in a matrix display other than LCD</li> <li>Display protection</li> <li>Protection against panel overheating</li> <li>Handling electromagnetic interferences [EMI], covering emitted as well as received electromagnetic radiation</li> <li>Fault-tolerant or redundant circuits, or circuits in which repair of defects is prepared</li> <li>Dealing with defective pixels</li> <li>Test circuits or failure detection circuits included in a display system, as permanent part thereof</li> <li>Aspects of display data processing</li> <li>Handling of images in compressed format, e.g. JPEG, MPEG</li> <li>Changes in size, position or resolution of an image</li> <li>Resolution change, inclusive of the use of different resolutions for different screen areas</li> <li>Vertical resolution change</li> <li>Horizontal resolution change</li> <li>Gradation resolution change</li> <li>Change or adaptation of the frame rate of the video stream</li> <li>Handling or displaying different aspect ratios, or changing the aspect ratio</li> </ul>	2360/02 2360/04 2360/06 2360/08 2360/10 2360/12 2360/121 2360/123 2360/125 2360/125 2360/127 2360/128 2360/14 2360/141	<ul> <li>Graphics controller able to handle multiple formats, e.g. input or output formats</li> <li>Display device controller operating with a plurality of display units</li> <li>Use of more than one graphics processor to process data before displaying to one or more screens</li> <li>Power processing, i.e. workload management for processors involved in display operations, such as CPUs or GPUs</li> <li>Display system comprising arrangements, such as a coprocessor, specific for motion video images</li> <li>Frame memory handling</li> <li>using a cache memory</li> <li>Tiling</li> <li>using unified memory architecture [UMA]</li> <li>The frame memory having additional data ports, not inclusive of standard details of the output serial port of a VRAM</li> <li>Updating a frame memory using a transfer of data from a source area to a destination area</li> <li>Frame memory using a Synchronous Dynamic RAM [SDRAM]</li> <li>Detecting light within display terminals, e.g. using a single or a plurality of photosensors</li> <li>the light conveying information used for selecting or modulating the light emitting or modulating element</li> <li>the light being detected by light detection</li> </ul>

2360/145	• the light originating from the display screen
2360/147	• • • the originated light output being determined for each pixel
2360/148	the light being detected by light detection means within each pixel
2360/16	Calculation or use of calculated indices related to
2300/10	luminance levels in display data
2360/18	Use of a frame buffer in a display terminal,
2300/10	inclusive of the display panel
2370/00	Aspects of data communication
2370/02	Networking aspects
2370/022	Centralised management of display operation, e.g.
	in a server instead of locally
2370/025	LAN communication management
2370/027	Arrangements and methods specific for the
	display of internet documents
2370/04	Exchange of auxiliary data, i.e. other than image
	data, between monitor and graphics controller
2370/042	• • for monitor identification
2370/045	using multiple communication channels, e.g.
	parallel and serial
2370/047	using display data channel standard [DDC] communication
2370/06	Consumer Electronics Control, i.e. control of
	another device by a display or vice versa
2370/08	Details of image data interface between the display device controller and the data line driver circuit
2370/10	. Use of a protocol of communication by packets in
	interfaces along the display data pipeline
2370/12	Use of DVI or HDMI protocol in interfaces along
	the display data pipeline
2370/14	• Use of low voltage differential signaling [LVDS]
	for display data communication
2370/16	• Use of wireless transmission of display information
2370/18	• Use of optical transmission of display information
2370/20	• Details of the management of multiple sources of
	image data
2370/22	Detection of presence or absence of input display
	information or of connection or disconnection of a
2270/24	corresponding information source
2370/24	. Keyboard-Video-Mouse [KVM] switch
2380/00	Specific applications
2380/02	Flexible displays
2380/04	Electronic labels
2380/06	Remotely controlled electronic signs other than
	labels
2380/08	Biomedical applications
2380/10	Automotive applications
2380/12	Avionics applications
2380/14	Electronic books and readers
2380/16	Digital picture frames