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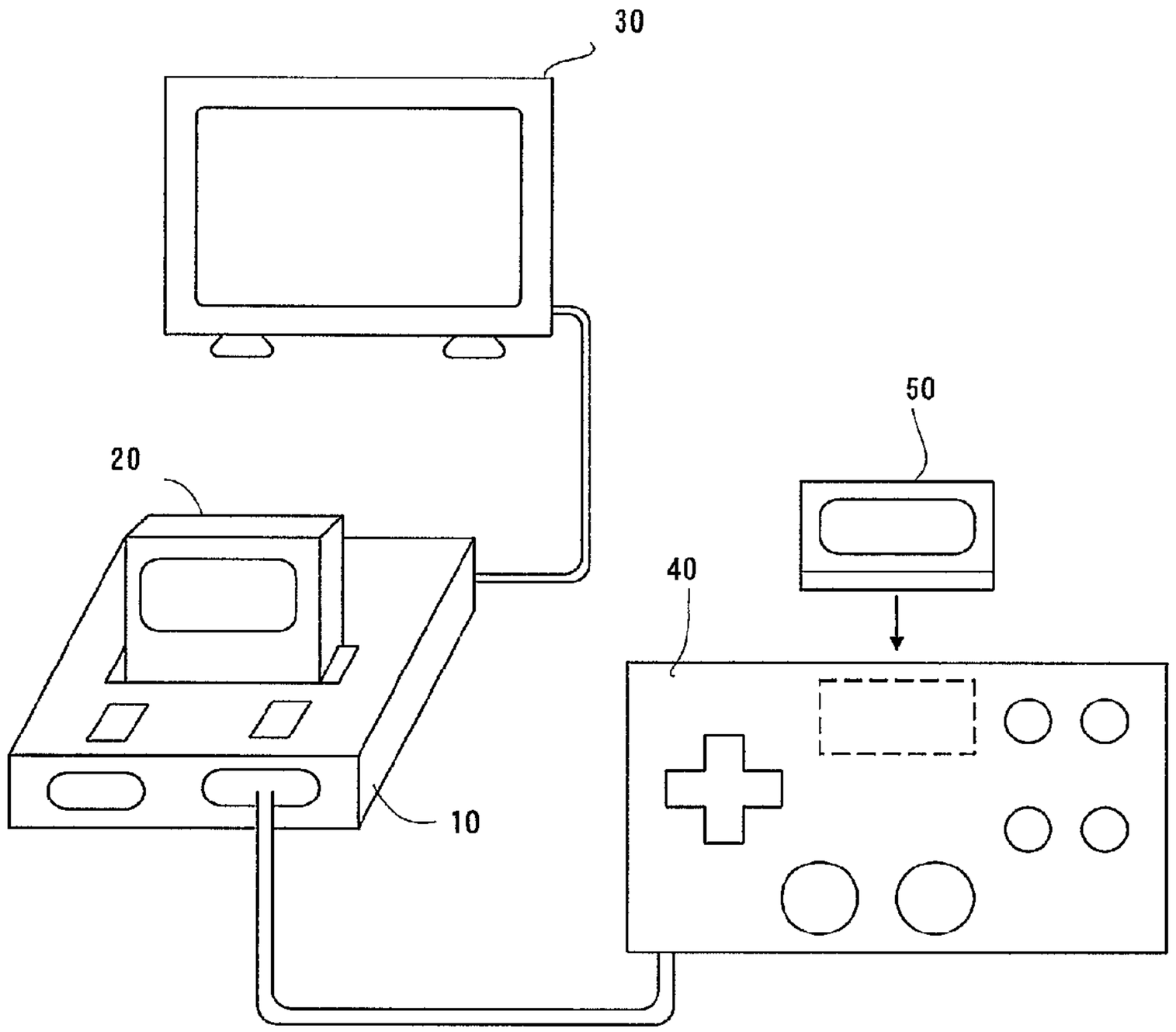


(57) Abrégé/Abstract:
A three-dimension image processing apparatus includes a CPU. When the CPU detects by collision determination that another object, e.g., a wall, is existent between an operable object and a camera, it calculates such a moving angle of the camera that an eye of the camera to the operable object is not obstructed by the other object. The camera is moved in accordance with the moving angle to a position where the operable object and the other object existing in a photographed three-dimensional space are displayed on a display.

ABSTRACT

A three-dimension image processing apparatus includes a CPU. When the CPU detects by collision determination that another object, e.g., a wall, is existent between an operable object and a camera, it calculates such a moving angle of the camera that an eye of the camera to the operable object is not obstructed by the other object. The camera is moved in accordance with the moving angle to a position where the operable object and the other object existing in a photographed three-dimensional space are displayed on a display.

SPECIFICATION

Three-Dimension Image Processing Apparatus

FIELD OF ARTS

This invention relates to a three-dimension image processing apparatus and an external memory device to be used therefor, and more particularly to a three-dimension image processing apparatus which is adapted to display on a display an image of an operable object or other objects, existing in a three-dimensional space, photographed from a predetermined photographing position (the point of eye).

PRIOR ARTS

The conventional so-called 3D (3-Dimensional) game has an operable object (object operable by an operator) configured by three-dimensional data photographed by a camera at predetermined angle and distance, thereby obtaining displaying images.

In the conventional game, however, if there comes a background image or an object being used as an opponent character (another object) between the operable object and the camera, or if another object is moved to interrupt between the operable object and the camera, the operable object is rendered impossible to be photographed.

To this end, there has been a limitation in the conventional 3D game in that the other object has to be arranged by a program not to exist between the operable object and the camera.

SUMMARY OF THE INVENTION

It is therefore the primary object of the present invention to provide an image processing apparatus which is capable of displaying an operable object at all times and

hence free from limitation in arranging other objects.

The present invention lies in an image processing apparatus adapted to display on a display an image photographed of an operable object and another object existing in a three-dimensional space from a predetermined photographing position, comprising: an external memory means which stores data of the operable object and the other object and, a predetermined program; an input means which inputs data which alters the position of the operable object in the three-dimensional space; an operable object position data generating means which generates operable object position data so as to alter the position of the operable object in the three-dimensional space based on the data inputted by the input means; a three-dimensional data creating means which creates three-dimensional data based on the data stored in the external memory means and the operable object position data; a photographing position data generating means which generates photographing position data representative of a photographing position in the three-dimensional space for photographing the operable object; a detecting means which detects whether or not the other object is existent between the photographing position and the operable object position; a photographing position data altering means which alters the photographing position data such that the other object is not existent between the photographing position and the operable object position when the detecting means detects existence of the other object; a display data creating means which creates display data for displaying the image of the operable object photographed from a predetermined position in the three-dimensional space based on the three-dimensional data and the photographing position data; and an image signal generating means which outputs an image signal to the display based on the display data created by the display data creating means.

The detecting means determines whether or not there is a possibility of collision

between the operable object and a polygon plane of the other object. If there is a possibility of colliding the operable object with the other object, the photographing position data altering means alters the photographing position, i.e., the position of a camera, so that the other object doe not exist between the operable object and the camera. Therefore, the operable object is photographed without being interfered by the other object.

In accordance with the present invention, even if another object is freely arranged, it is possible to display at all times an operable object on a screen of a display. Consequently, if the present invention is applied to a game apparatus, the operable object can be displayed at all times on a display even for a game that involves an operable object and a number of other objects moving around on the display screen.

The above and other objects, features, aspects, and advantage of the present invention will become more apparent from the ensuing detailed description of the present invention when taken in conjunction with the accompanying drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

Figure 1 is a schematic illustrative view showing one embodiment of the present invention;

Figure 2 is a block diagram showing in detail an image processing apparatus in the Figure 1 embodiment;

Figure 3 is an illustrative view showing a memory map in CPU of the Figure 2 embodiment, demonstrating an external memory and a W-RAM incorporated in a cartridge;

Figure 4 is a block diagram showing in detail a controller control circuit in the Figure 2 embodiment;

Figure 5 is an illustrative view showing a modulating/demodulating method for data;

Figure 6 is an illustrative view showing a memory map of a RAM in Figure 4;

Figure 7 is a perspective view of a controller of the Figure 2 embodiment as viewed from the above;

Figure 8 is a perspective view of the controller of the Figure 2 embodiment as viewed from the bottom;

Figure 9 is a block diagram showing in detail the controller and an expansion device;

Figure 10 is an illustrative view showing data on an analog joystick of the controller and respective buttons;

Figure 11 is an illustrative view of transmission and reception data by the control circuit when a command "0" is transmitted from the controller control circuit;

Figure 12 is an illustrative view of transmission and reception data by the control circuit when a command "1" is transmitted from the controller control circuit;

Figure 13 is an illustrative view of transmission and reception data by the control circuit when a command "2" is transmitted from the controller control circuit;

Figure 14 is an illustrative view of transmission and reception data by the control circuit when a command "3" is transmitted from the controller control circuit;

Figure 15 is a flowchart showing operation of the CPU of the Figure 2 embodiment; Figure 16 is a flowchart showing operation of the bus control circuit of the Figure 2 embodiment;

Figure 17 is a flowchart showing operation of the controller control circuit of the Figure 2 embodiment;

Figure 18 is a flowchart showing operation of the controller circuit of the Figure

2 embodiment;

Figure 19 is an illustrative view of transmission and reception data by the control circuit when a command "255" is transmitted from the controller control circuit;

Figure 20 is an illustrative view showing a state that a wall exists between the operable object (Mario) and the camera;

Figure 21 is an illustrative view showing in coordinate the state of Figure 20;

Figure 22 is a flowchart showing operation for a camera turning-around process;

Figure 23 is a flowchart showing a collision-determining routine;

Figure 24 is an illustrative view showing a wall polygon;

Figure 25 is an illustrative view showing each polygon;

Figure 26 is an illustrative view showing a projected surface;

Figure 27 is an illustrative view showing a state that projection is onto a YZ plane;

Figure 28 is an illustrative view showing a state that projection is onto an XY plane; and

Figure 29 is an illustrative view showing a normal vector of the plane and an eye vector of the camera.

EMBODIMENTS

Referring to Figure 1, there is illustrated an external view showing a system structure of an image processing system according to one embodiment of the present invention. The image processing system is for example a video game system, which inclusively comprises an image processing apparatus main body 10, a ROM cartridge 20 as one example of an external memory device, a display 30 as one example of a display means connected to the image processing apparatus main body10, a controller 40 as one

example of an operating means, and a RAM cartridge 50 as one example of an extension device detachably attached to the controller 40. Incidentally, the external memory device stores image data and program data for image processing for games, and audio data for music, effect sound, etc. A CD-ROM or a magnetic disc may alternatively be employed in place of the ROM cartridge. Where the image processing system of this example is applied to a personal computer, an input device such as a keyboard or a mouse is used as the operating means.

Figure 2 is a block diagram of the image processing system of this example. The image processing apparatus 10 incorporates therein a central processor unit (hereinafter "CPU") 11 and a bus control circuit 12. The bus control circuit 12 is connected with a cartridge connector 13 for detachably attaching the ROM cartridge 20, as well as a working RAM 14. The bus control circuit 12 is connected with an audio signal generating circuit 15 for outputting an audio signal processed by the CPU 11 and a video signal generating circuit 16 for outputting a video signal, and further with a controller control circuit 17 for serially transferring operating data of one or a plurality of controller(s) 40 and/or data of RAM cartridge(s) 50. The controller control circuit 17 is connected with controller connectors (hereinafter abbreviated as "connectors") 181 - 184 which are to be provided at a front face of the image processing apparatus 10. To the connector 18 is detachably connected a connection jack 41 and the controller 40 through a cable 42. Thus, the connection of the controller to the connector 181 - 184 places the controller 40 into electric connection to the image processing apparatus 10, enabling transmission and reception of data therebetween.

More specifically, the bus control circuit 12 inputs therein a command outputted by a parallel signal from the CPU 11via a bus to parallel-serial convert it for outputting a command by a serial signal to the controller control circuit 17, and converts serial signal

data inputted from the controller control circuit 17 into a parallel signal for outputting it to a bus. The data outputted through the bus is subjected to processing by the CPU 11, stored in W-RAM 14, and so on. In other words, the W-RAM 14 is a memory temporary storing the data to be processed by the CPU 11, wherein read-out and write-in of data is possible through the bus control circuit 12.

Figure 3 is a diagrammatic illustration showing memory regions assigned to respective memory spaces. The memory spaces accessible by the CPU via the bus control circuit 12 involves an external memory region of the ROM cartridge 20 and a memory region of the W-RAM 14. Although the ROM cartridge 20 is structured by mounting on a board a ROM stored with data for game processing and accommodating the same board in a housing, the ROM storage data is shown by the external memory region shown in Figure 3. That is, the ROM includes an image data region 201 stored with image data required to cause the image processing apparatus 10 to generate image signals for the game, and a program data region 202 stored with program data required for predetermined operation of the CPU 11. In the program data region 202, there fixedly stored are an image display program for performing image display based on image data 201, a time-measuring program for carrying out measurement of time, and a determination program for determining that the cartridge 20 and an extension device 50, hereinafter referred to, are in a predetermined relationship. Incidentally, the details of the time-measuring program and the determination programs will be stated later. On the other hand, the memory region of W-RAM 14 includes a region 141 for temporarily storing data representative of an operating state from a control panel.

Figure 4 is a detailed circuit diagram of a controller control circuit 17. The controller control circuit 17 is provided for transmission and reception of data in serial between the bus control circuit 12 and the controller connector 181 - 184, and includes a

data transfer control circuit 171, a signal transmitting circuit 172, a signal receiving circuit 173 and a RAM 174 for temporarily storing transmission and reception data. The data transfer control circuit 171 includes a parallel-serial conversion circuit and a serial-parallel conversion circuit for conversion of data format during data transfer, which also performs control of write-in and read-out of the RAM 174. The serial-parallel conversion circuit converts serial data supplied from the bus control circuit 12 into parallel data to provide it to the RAM 174 or the signal transmitting circuit 172. The parallel-serial conversion circuit converts parallel data supplied from the RAM 174 or the signal receiving circuit 173 into serial data to provide it to the bus control circuit 12. The signal transmission circuit 172 converts data for signal read-in control of the controller 40 supplied from the data transfer control circuit 171 and write-in data (parallel data) to the RAM cartridge 50 into serial data, which data is transmitted through a corresponding channel CH1 - CH4 to each of the plurality of controllers 40. The signal receiving circuit 173 receives in serial read-out data, representative of an operating state of each of the controller 40, inputted through a corresponding channel CH1 - CH4 to each of the controller 40 as well as read-out data from the RAM cartridge 50, to convert them into parallel data to provide it to the data transfer control circuit 171.

The signal transmitting circuit 172 and the signal receiving circuit 173 adopt a duty-cycle modulation and demodulation (hereinafter referred to as "modulation/demodulation") method as one example of the modulation/demodulation method. The duty-cycle modulation/demodulation method, as shown in Figure 5, is a modulation/demodulation method wherein "1" and "0" are represented by varying a Hi time period and a Lo time period for a signal at a certain interval. Explaining the modulation/demodulation method with more detail, when data to be transmitted in serial is a logical "1" a signal having, within one cycle period T, a high-level period tH

rendered longer than a low-level period tL (tH > tL) is transmitted, while when data to be transmitted is a logical "0" a signal having, within one cycle period T, tH rendered shorter than tL (tH < tL) is transmitted.

In the meanwhile, the demodulation method makes sampling on a serial signal received (bit transmission signal) so as to monitor at all times whether the received signal is at a high level or a low level, wherein one cycle is expressed as T = tL + tH provided that time period of low till change to high is tL and time period of high till change to low is tH. In this case, the relation of tL and tH being tL < tH is recognized as logical "1", while tL > tH is recognized as logical "0", thereby achieving demodulation. If the duty-cycle modulation/demodulation method like this is employed, there is no necessity of transmitting data in synchronism with clock, offering an advantage that transmission and reception of data are available with only one signal line. Incidentally, it is natural that if two signal lines are available another modulation/demodulation method may be utilized.

The RAM 174 includes memory regions or memory areas 174a - 174h as shown in a memory map of Figure 6. Specifically, the area 174a is stored with a command for channel 1, while the area 174b is stored with transmission data and reception data for channel 1. The area 174c is stored with a command for channel 2, while the area 174d is stored with transmission data and reception data for channel 2. The area 174e is stored with a command for channel 3, while the area 174f is stored with transmission data and reception data for channel 3. The area 174g is stored with a command for channel 4, while the area 174h is stored with transmission data and reception data for channel 4.

Accordingly, the data transfer control circuit 171 operates to write-in control to the RAM 174 data transferred from the bus control circuit 12 or data of operating state of the controller 40 received by the signal receiving circuit 173 or read-out data from the

RAM cartridge 50, and read data out of the RAM 174 based on a command from the bus control circuit 12 to transfer it to the bus control circuit 12.

Figure 7 and Figure 8 are outside appearances at main and back surfaces of a controller 40. The controller 40 is in a shape that can be grasped by both hands or one hand, and has a housing having an exterior formed projecting with a plurality of buttons, when depressed, for generating an electric signal and a vertically-standing control portion. Specifically, the controller 40 is constituted by an upper housing and a lower housing. The housing of the controller 40 has an operating area formed on an upper surface in a planar shape long sideways. In the operating area of the controller 40, there are provided a cross-shaped digital direction switch (hereinafter referred to as "cross switch") 403 on a left side, a plurality of button switches (hereinafter merely abbreviated as "switches") 404A - 404F on a right side, a start switch 405 generally at a laterally central portion, and a joystick 45 for allowing analog inputting at a centrally lower portion. The cross switch 403 is a direction switch for designating the direction of movement of a heroic character or a cursor, which has upper, lower, left and right depression points to be used for designating movement in four directions. The switches 404A - 404F, being different by game soft, are used, for example, to launch a missile in a shooting game, or designate various actions such as jumping, kicking, or taking a matter in an action game. Although the joystick 45 is used in place of the cross switch 403 to designate the direction of movement of a heroic character or the like, it can designate direction at the entire angular range over 360 degrees, being utilized as an analog direction designating switch.

The housing of the controller 40 has three grips 402L, 402C and 402R formed in a manner projecting downward from three locations of the operating area. The grips 402L, 402C and 402R are in such rod-shapes that, when seized by the hand, they are

contoured by the palm, the middle finger, the medical finger and the little finger, each of which is formed a little thin at a base portion, thick at an intermediate portion and thinner toward an open end (downward in Figure 7). The lower housing of the controller 40 has an insertion aperture 409 formed at a centrally upper portion which projects from the underside for detachably attaching a RAM cartridge 50 as an extension device. The housing has a button switch 406L and a button 406R provided left and right on upper side faces thereof at locations corresponding to the positions to which the left and right index fingers of a player extend. In a back surface at the base portion of the central grip 402C, a switch 407 is provided as a switch having a function alternative to the switch 406L when the joystick 45 is used in place of the cross switch 403.

The lower half of the housing on a back surface side extends toward a bottom surface to have an aperture 408 formed at a tip end thereof. At a deep end of the aperture 408, a connector (not shown) to which an extension cartridge 50 is to be connected is provided. In the aperture 408 is also formed a lever 409 for ejecting the cartridge 50 inserted in the aperture 408. On a side opposite to the lever 409 in the aperture 408 for insertion of an extension cartridge 50, a cut-out 410 is formed, which cut-out 410 provides a space for pulling out the extension cartridge 50 upon taking out the extension cartridge 50 by using the lever 409.

Figure 9 is a detailed circuit diagram of a controller 40 and a RAM cartridge 50 as one example of an extension device. The controller 40 incorporates within the housing electronic circuits such as operation signal processing circuit 44, etc. in order to detect operating states of the switches 403 - 407 or the joystick 45 or the like and transfer detected data to the controller control circuit 17. The operation signal processing circuit 44 includes a signal receiving circuit 441, a control circuit 442, a switch signal detecting circuit 443, a counter circuit 444, a signal transmitting circuit 445, a joyport control

circuit 446, a reset circuit 447 and a NOR gate 448.

The signal receiving circuit 441 converts a serial signal, such as a control signal transmitted from the controller control circuit 17, write-in data to the RAM cartridge 50, etc., into a parallel signal to supply it to the control circuit 442. The control circuit 442 generates a reset signal to cause resetting (0) on measured values of an X-axis counter 444X and a Y-axis counter 444Y included in the counter 444, when the control signal transmitted from the controller control circuit 17 is a reset signal for an X, Y coordinate of the joystick 45. The joystick 45 includes photo-interrupters for X-axis and Y-axis so as to generate the number of pulses proportional to the amount of inclination of a lever in directions of X-axis and Y-axis, providing respective pulse signals to the counters 44X and 444Y. The counter 444X, when the joystick 45 is inclined in the X-axis direction, measures the number of pulses generated in proportion to the amount of inclination. The counter 444Y measures the number of pulses generated in proportion to the amount of inclination, when the joystick 45 is inclined in the Y-axis direction. Accordingly, the resultant vector, determined by the measured values in X-axis and Y-axis of the counter 444X and the 444Y, determines the direction of movement and the coordinate position for the heroic character or the cursor. Incidentally, the counter 444X and the counter 444Y are also reset of their measured values by a reset signal supplied from the reset signal generating circuit 447 upon turning on the power supply, or a reset signal supplied from the switch signal detecting circuit 443 when the player depresses simultaneously two switches previously determined.

The switch signal detecting circuit 443 responds to an output command signal representing a switch state supplied at a constant period (e.g., at a 1/30-second interval as a frame period of a television) , and reads a signal that is varied by the state of depression of the cross switch 403 and the switches 404A - 404F, 405, 406L, 406R and

407 to supply it to the control circuit 442.

The control circuit 442 responds to a read-out command signal of operating sate data from the controller control circuit 17, and supplies the operating state data on the switches 403 - 407 and the measuring values of the counters 444X, 444Y to the signal transmitting circuit 445 in a predetermined data-format order. The signal transmitting circuit 445 converts these parallel signals outputted from the control circuit 442 into serial data to transfer them to the controller control circuit 17 via a conversion circuit 43 and a signal line 42.

To the control circuit 442 are connected an address bus, a data bus, and a port control circuit 446 through a port connector. The port control circuit 446 performs input-output control (or signal transmission or reception control) on data according to commands by the CPU 11, when the RAM cartridge 50 as one example of an extension device is connected to a port connector 46. The RAM cartridge 50 includes a RAM 51 and a timer chip 53 as one example of a time-related information generating means (or a calendar timer) connected to the address bus and the data bus, a battery 52 connected thereto for supplying power source to the RAM 51 and the timer counter 53, and a decoder 54 for activating the timer counter 53 when a predetermined address is given. The RAM 51 is a RAM that has a capacity lower than a half of a maximum memory capacity accessible by using an address bus, and comprised for example of a 256 k-bit RAM. This is because of avoiding duplication between the write-in/read-out address of the RAM and the read-out address of the timer chip 53 by reading out a value of an arbitrary counter within the timer chip 53 when the highest order bit becomes “1”. The RAM 51 stores backup data associated with a game, so that, if the RAM cartridge 50 is removed out of the port connector 46, the stored data is kept by receiving power supply from the battery 52. Incidentally, the details of the kind of data stored by the RAM 51,

writing data therein, and utilization of the data stored will be stated later.

Figure 10 is a graphical illustration of a data format by which the image processing apparatus read out data representative of an operating state of switches 403 - 407 and joystick 45 from the controller 40. The data generated by the controller 40 is configured by 4-byte data. The first-byte data represents B, A, G, START, upper, lower, left and right, i.e., the depression of pressing points for upper, lower, left and right of the switch 404B, 404A, 407, 405 and the cross switch 403. For example, when the button B, i.e., the switch 404B, is depressed, the highest order bit of the first byte becomes "1". Similarly, the second-byte represents JSRST, 0 (not employed in the embodiment), L, R, E, D, C and F, i.e., the depression of the switch 409, 406L, 406R, 404E, 404D, 404C and 404F. The third byte represents by binary digit the X coordinate value (measured value by the X counter 444X) which value is in dependence upon inclination angle of the joystick 45 in the X direction. The fourth byte represents by binary digit the Y coordinate value (measured value by the Y counter 444Y) which value is in dependence upon inclination angle of the joystick 45 in the Y direction. Because the X and Y coordinate values are expressed by 8 bits of binary digit, the conversion of them into decimal digit makes possible representation of the inclination of the joystick 45 by a numeral of from 0 - 255. If the highest order bit is expressed by a signature denoting a negative value, the inclination angle of the joystick 45 can be expressed by a numeral between -128 and 127.

Referring to Figure 11 to Figure 14, explanations will be made on a format for the signal transmitted and received between the image processing apparatus 10 and the controller 40.

Figure 11 is an illustrative representation of a format for the signal transmitted and received between the image processing apparatus 10 and the controller 40 for

identification of the type of a controller 40 by the image processing apparatus 10. The image processing apparatus 10 transmits a type data request signal of a command "0" configured by 1 byte (8 bits) to the control circuit 442 within the controller 40, and receives in response thereto a totally 3 bytes of a type data signal, concerning the controller 40, of TYPE L (1 byte), TYPE H (1 byte) and the status generated by the control circuit 442. Here, TYPE L and TYPE H are data representative of a function of a device or apparatus in connection to the connector 46. The respective data of TYPE L and TYPE H are data inherent to the type of a RAM cartridge 50. Based on the data, the image processing apparatus 10 identifies the type of a controller 40, i.e., the type of a RAM cartridge 50 being connected to the controller 40. The type of RAM cartridge 50 involves for example a type merely mounted with a RAM 51, a type mounted with a RAM 51 together with a timer chip, and a type mounted with a RAM 51 together with a liquid crystal display. In the present embodiment, the type mounted with a RAM 51 and a timer chip is being explained in detail. Meanwhile, the status data is data that represents whether or not the port is connected with an extension device such as a RAM cartridge 50 and whether or not an extension device has been connected thereto after resetting.

Figure 12 is an illustrative representation of a format for the signal transmitted and received between the image processing apparatus 10 and the controller 40 for discriminating the operating state of the controller 40 by the image processing apparatus 10. The image processing apparatus 10 transmits a controller data request signal of a command "1" configured by 1 byte (8 bits) to the control circuit 442 within the controller 40, and receives in response thereto an operating state data signal, concerning the controller 40, generated by the control circuit 442. Based on the operating state data, the image processing apparatus 10 acknowledges how the operator operates the

controller 40 for utilization for varying the image. Incidentally, the operating state data signal has been stated in detail in the explanation on Figure 10, and the explanation thereof is omitted here.

Figure 13 is an illustrative representation of a format for a read data signal when the image processing apparatus 10 reads data out of the RAM 51 within the RAM cartridge 50 being connected to the controller 40. The image processing apparatus 10 transmits, to the control circuit 442, a read command signal of a command "2" configured by 1 byte (8 bits), an address H (8 bits) signal representative of a higher order bit of an address, an address L (8 bits) signal representative of a lower order bit of an address and an address CRC (5 bits) signal for checking for transmission error of address data of the address H signal and address L signal. The image processing apparatus receives in response thereto a storage data signal, for the RAM 51, generated by the control circuit 442 and a data CRC (8 bits) signal for checking for data transmission error. Incidentally, to read out time-related information of the timer chip 53 by the image processing apparatus 10, it is satisfactory to read out addresses of 8000h or longer by merely rendering the address H signal value greater than 80h.

Figure 14 is an illustrative representation of a format for a write data signal when the image processing apparatus 10 writes data into the RAM 51 within the RAM cartridge 50 being connected to the controller 40. The image processing apparatus 10 transmits, to the control circuit 442, a write command signal of a command "3" configured by 1 byte (8 bits), an address H (8 bits) signal representative of a higher order bit of an address, an address L signal and an address H signal representative of a lower order bit (3 bits) of an address, an address CRC (5 bits) signal for checking for transmission error of address data of the address L signal, and a 32-byte write-in data signal to be written into the RAM 51. The image processing apparatus 10 receives in

response thereto a data CRC (8 bits) signal generated by the control circuit 442 for checking for data reception error. The image processing apparatus 10 receives the CRC signal to perform CRC checking with the transmitted write-in data, and judges based thereon that the data has correctly been written into the RAM 51. Incidentally, to reset for example date and time by writing time-related information into the timer chip from the image processing apparatus 10, it is satisfactory to perform writing into addresses of 8000h or longer by merely rendering the address H signal value greater than 80h.

The operation of data transmission and reception between the image processing apparatus 10 and the controller 40 will then be explained.

Referring first to a flowchart for the CPU of the image processing apparatus 10 in Figure 15, explanations will be made on image processing. At a step S11, initial setting is made by the CPU 11 based on an initial value (not shown) stored in the program data area in Figure 5. Then, at a step S12, the CPU 11 outputs a control pad data request command stored in the program data area 202 to the bus control circuit 12. At a step S13, the CPU 11 carries out a predetermined image processing based on the program stored in the program data area 202 and the image data area 201. While the CPU 11 is executing step S13, the bus control circuit 12 is under execution of steps S21 - S24. Then, at a step S14, the CPU 11 outputs image data based on the control pad data stored in the control pad data area 141 in Figure 3. After completing step S14, the CPU repeats to execute steps S12 - S14.

The operation of the bus control circuit 12 will be explained by using Figure 16. At a step S21, the bus control circuit 12 determines whether or not the CPU 11 has outputted a controller data request command (a request command for data on switches of the controller 40 or data on the extension device 50). If no controller data request command has been outputted, it is waited for outputting. If a controller data request

command has been outputted, the process proceeds to a step S22. At the step S22, the bus control circuit 12 outputs a command for reading in data of the controller 40 (command 1 or command 2 referred to later) to the controller control circuit 17. Then, at a step S23, the bus control circuit 12 determines whether or not the controller control circuit 17 has received data from the controller 40 to store it in the RAM 174. If the controller control circuit 17 has not received data from the controller 40 to store in the RAM 174, the bus control circuit 12 waits at the step S23, while if the controller control circuit 17 has received data from the controller 40 to store it in the RAM 174, the process proceeds to a step S24. At the step S24, the bus control circuit 12 transfers the data of the controller 40 stored in the RAM 174 to the W-RAM 14. The bus control circuit 12, when completing the data transfer to the W-RAM 14, returns the process back to the step S21 to repeat execution of the step S21 - the step S24.

Incidentally, the flowcharts of Figure 15 and Figure 16 exemplified the example wherein, after the bus control circuit 12 has transferred data from the RAM 174 to the W-RAM 14, the CPU 11 processes the data stored in the W-RAM 14. However, the CPU 11 may directly process the data in the RAM 174 through the bus control circuit 12.

Figure 17 is a flowchart for explaining the operation of the controller control circuit 17. At a step S31, the presence or absence of waiting for write-in by the bus control circuit 12 is determined. If not waited for write-in, the data transfer control circuit 171 waits until there comes to waiting for write-in from the bus control circuit 12. If waiting for write-in, at a next step S32 the data transfer control circuit 171 causes the RAM 174 to store commands for the first to the fourth channels and/or data (hereinafter abbreviated as "command/data"). At a step S33, the command/data for the first channel is transmitted to the controller 40 being connected to the connector 181. The control circuit 442 performs a predetermined operation based on the command/data to output

data to be transmitted to the image processing apparatus 10. The content of the data will be stated later in explaining the operation of the control circuit 442. At a step S34, the data transfer control circuit 171 receives data outputted from the control circuit 442, to cause the RAM to store the data.

From now on, at a step S35 the command/data for the second channel is transmitted to the controller 40, in a manner similar to the operation for the first channel at the steps S33 and S34. The control circuit 442 performs a predetermined operation based on this command/data to output the data to be transmitted to the image processing apparatus 10. At a step S36 are carried out the processes of data transfer and write-in for the second channel. Meanwhile, at a step S37, the command/data for the fourth channel is transmitted to the controller 40. The control circuit 442 performs a predetermined operation based on this command/data to output the data to be transmitted to the image processing apparatus 10. At a step S38 are carried out the processes of data transfer and write-in for the third channel. Furthermore, at a step S39, the command/data for the fourth channel is transmitted to the controller 40. The control circuit 442 of the controller 40 performs a predetermined operation based on this command/data to output the data to be transmitted to the image processing apparatus 10. At a step S40 are carried out the processes of data transfer and write-in for the fourth channel. At a subsequent step S41, the data transfer circuit 171 transfer in batch the data which have received at the steps S34, S36, S38 and S40 to the bus control circuit 12.

In the manner as stated above, the data for the first channel to the fourth channel, that is, the commands for the controllers 40 being connected to the connectors 181 - 184 and the operating state data to be read out of the controllers 40, are transferred by time-divisional processing between the data transfer control circuit 171 and the control circuit 442 respectively within the controllers 40.

Figure 18 is a flowchart for explaining the operation of the controller circuit 44. First, at a step S51, it is determined whether or not a command has been inputted from the image processing circuit 10 to the control circuit 442. If no command has been inputted, it is waited for inputting of a command. If a command is inputted, at a step S52 it is determined whether or not the command inputted to the control circuit 442 is a status request command (command "0"). If a command "0", the process proceeds to a step S53, wherein a status transmitting process is carried out.

At the step S53, where the CPU 11 outputs the command "0", the data in format as shown in Figure 13 is transmitted and received between the image processing apparatus 10 and the controller 40. On this occasion, the control circuit 442, when receiving the command "0" data configured by 1 byte (8 bits), transmits TYPE L (1 byte), TYPE H (1 byte) and the status. Here, TYPE L and TYPE H are data for identifying the function of a device or apparatus being connected to the joyport connector 46, which are inherently recorded in the RAM cartridge 50. This makes possible recognition by the image processing apparatus 10 what extension device (e.g., a RAM cartridge 50 or other extension devices such as a liquid crystal display) is being connected to the controller 40. The status is data representative of whether or not an extension device such as a RAM cartridge 50 is being connected to the port and whether or not the connection of the extension device is after resetting.

On the other hand, at the step S52 if the determination is not a command "0", it is determined at a step S54 whether or not the inputted command is a pad-data request command (command "1"). If it is a command "1", the process proceeds to a step S55 where the process of transmitting pad data is performed. Specifically, where the CPU 11 outputs a command "1", the data in format as shown in Figure 14 is transmitted and received between the image processing apparatus 10 and the controller 40. On this

occasion, the control circuit 442, if receiving command "1" data configured by 1 byte (8 bits), transmits the data of 14 switches (16 bits) of B, A, G, START, upper, lower, left, right, L, R, E, D, C and F; the data of JSRST (1 bit); and the data of the counter 444X and the counter 444Y (16 bits). By transmitting these data to the image processing apparatus 10, the image processing apparatus 10 is recognized of how the operator operated the controller 40. Thus, these data are utilized for varying the image by the image processing apparatus 10 in accordance with the operating state of the controller 40.

At the aforesaid step S54, if the determination is not a command "1", it is determined at a subsequent step S56 whether or not the inputted command is a read-out request command (command "2") for data associated with the RAM cartridge 50 to be connected to the extension connector. Where the determination is a command "2", the process proceeds to a step S57 where the process of write-out of the extension connector is performed. Specifically, where the CPU 11 outputs a command "2", the data in format as shown in Figure 15 is transmitted and received between the image processing apparatus 10 and the controller 40. On this occasion, when the control circuit 442 receives command "2" data configured by 1 byte (8 bits), address H representative of the higher-order bits (8 bits) of address, address L representative of the lower-order bits (3 bits) of address, and address CRC (5 bits) for checking for error in address data transmitted and received, the control circuit 442 transmits data stored in the RAM cartridge (32 bytes) and CRC (8 bits) for checking for data errors. In this manner, the connection of the RAM cartridge 50 (or other extension devices) and the image processing apparatus 10 enables the image processing apparatus 10 to process data from the RAM cartridge 50, etc.

At the aforesaid step S56, if the determination is not a command "2", it is determined at a subsequent step S58 whether or not the inputted command is a read-in

request command (command "3") for information associated with the RAM cartridge 50 being connected to the extension connector 46. Where it is the command "3", the process of data read-out is carried out at a step 59 for the RAM cartridge 50 being connected to the extension connector 46. Specifically, if the CPU 11 outputs a command "3", the data shown in Figure 3 is transmitted and received, in response to the command "3", between the image processing apparatus 10 and the controller 40.

That is, when the control circuit 442 receives command "3" data configured by 1 byte (8 bits), address H representative of the higher-order bits of address (8 bits), address L representative of the lower-order bits of address (3 bits), address CRC for checking for error in address data transmitted and received (5 bits), and data to be transmitted to the RAM cartridge 50 (32 bytes), it transmits CRC for checking for error for data received (8 bits). In this manner, the connection of the extension device 50 and the image processing apparatus 10 enables the image processing apparatus 10 to control the extension device 50. The connection of the extension device 50 and the image processing apparatus 10 also drastically improves the function of the controller 40.

If at the aforesaid step S58 the determination is not a command "3", it is determined at a step 60 whether or not it is a reset command (command 255). Where it is the reset command (255), the process of resetting the counter 444 for the joystick 45 is performed at a step S61.

Specifically, where the CPU 11 outputs a command 255, the data shown in Figure 21 is transmitted and received between the image processing apparatus 10 and the controller 40. That is, the control circuit 442 of the controller 40, if receiving command 255 data configured by 1 byte (8 bits), outputs a reset signal to reset the X counter 444X and the counter 444Y, and transmits aforesaid TYPE L (1 byte), TYPE H (1 byte) and the status.

Then, explanations will be made on turning-around of a camera (a point of eye) in a three-dimensional space which is characterized by the present invention. That is, where in the conventional 3D game there exists between a camera and an operable object (e.g., Mario) another object (e.g., a wall or an opponent character) as shown in Figure 20, the operable object or Mario cannot be photographed by the camera. On the contrary, it is possible in the present invention to continuously display Mario at all times by turning the camera around Mario up to a lateral side thereof as shown in Figure 20.

In brief, where the state is situated as shown in Figure 21, determination of collision against topographical polygon is made, from a Marion side, at several points on a straight line extending between Mario and camera. On this occasion, checking is made for a polygon that is perpendicular to an XZ plane inside a radius R from each point. The process of turning-around of the camera is performed on a polygon P determined as collisional. The wall surface P is expressed by the flat-plane equation as given by Equation (1).

$$Ax + By + Cz + D = 0 \quad \ldots \quad (1)$$

The correction in camera position is done by moving the camera in parallel with this plane P. Incidentally, the angle of Y-axis in parallel with the plane is calculated by the flat-plane equation.

Explaining in further detail, the No. n of a polygon to be collision-determined is initialized (n = 1) at a first step S101 in Figure 22. At a next step S102, it is determined whether or not the number N of polygons to be checked for and the polygon No. are equal to, that is, whether or not collision-determination has been made for all the polygons. If "No" at the step S102, collision-determination is made at a next step S103.

Figure 23 shows in detail this step S103, or a collision-determination routine. In advance of explaining this collision-determination routine, there is demonstrated in

Figure 24 and Figure 25 wall data to be collision-determined. That is, the wall data is depicted as in Figure 24 wherein triangular polygons as in Figure 25 are gathered together. These respective polygons are stored as listing of wall polygons in a memory.

At a first step S201 in Figure 23, a point Q (Xg, Yg, Zg) and a radius R are inputted. Incidentally, the point Q is a point to be checked and the radius R is a distance considered to be collisional against the wall. At a next step S202, a wall-impingement flag is reset. At a step S203, it is determined whether or not the wall-polygon list explained hereinbefore is stored in the memory. If there exists a wall polygon list, it is determined at a next step 204 whether or not the same polygon is a polygon to be processed by turning around of the camera. At this step S204, If "Yes", the process proceeds to a step S205.

At the step S205, the distance (dR) between the point Q and the plane of wall polygon is calculated according to Equation (2).

$$dR = AXg + BYg + CZg + D \quad \ldots \quad (2)$$

Then at a step S206 it is determined whether or not the distance dR calculated at the step S205 is smaller than the radius R. When the distance dR is greater than the radius R, there occurs no collision between the Mario and the wall, and accordingly the process returns back to the aforesaid step S203.

If "Yes" is determined at the step S206, that is, when $|dR| < R$, calculation is made at a step S207 according to Equation (3) for determining positional coordinate (Xg', Yg', Zg') of a point of intersection Q' between a straight line extending from the point Q vertically to the wall polygon P and the plane of the wall polygon.

$$Xg' = Xg + A \times dR$$

$$Yg' = Yg + B \times dR$$

$$Zg' = Zg + C \times dR \quad \ldots \quad (3)$$

Then at a next step S208, it is determined whether or not the point Q' is on the inner side of the polygon (within the range).

At this step S208, it is determined onto which plane projection is to be made in dependence upon the direction of the wall (a value A). That is, when A < -0.707 or A > 0.707, projection is onto a YZ plane shown in Fig. 26. In otherwise cases, projection is onto an XY plane. Where the projection is onto the YZ plane, it is determined whether or not in Figure 27 the point Q' is on an inner side of the polygon P1.

Meanwhile, where projection is onto the XY plane, it is determined on the point Q' and apexes of the polygon P1 in Figure 28 whether the value of counterclockwise cross product is positive or negative. That is, when C in the polygon-plane equation is C ≥ 0, if each of the resulting cross products is 0 or negative, then determination is that the point Q' is on the inner side of the polygon P.

$$(Y1 - Yq) \times (X2 - X1) - (X1 - Xq) \times (Y2 - Y1) \leq 0$$

$$(Y2 - Yq) \times (X3 - X2) - (X2 - Xq) \times (Y3 - Y2) \leq 0$$

$$(Y3 - Yq) \times (X1 - X3) - (X3 - Xq) \times (Y1 - Y3) \leq 0 \quad \ldots \quad (4)$$

Meanwhile, when C < 0, if each of the resulting cross products is 0 or positive, then determination is that the point Q' is on the inner side of the polygon P.

$$(Y1 - Yq) \times (X2 - X1) - (X1 - Xq) \times (Y2 - Y1) \geq 0$$

$$(Y2 - Yq) \times (X3 - X2) - (X2 - Xq) \times (Y3 - Y2) \geq 0$$

$$(Y3 - Yq) \times (X1 - X3) - (X3 - Xq) \times (Y1 - Y3) \geq 0 \quad \ldots \quad (5)$$

In this manner the point Q' is checked for at the step S208 whether it is on the inner side of the polygon or not, and at a step 209 it is determined whether or not the point Q' is on the inner side of the polygon. If "Yes" at this step S209, the wall-impingement flag that have reset at the aforesaid step S202 is set (step S210). Thereafter the process returns to Figure 22.

Note that the abovestated collision-determination is mere one example, and it is needless to say that the collision-determination is possible by other methods or ways.

Referring back to Figure 22, after the collision-determination at the Step S103, it is determined at a step S104 whether or not a wall-impingement flag is being set. If "No" at this step S104, the process of turning around is unnecessary, so that the No. n of a point to be checked is incremented at a step S105 and the process returns back to the step S102.

If "Yes" at the step S104, it is determined at a step S106 and a step S107 whether it is on a back side of the wall. That is, the directionality of the polygon is determined. Whether the polygon is directed to the camera (the point of eye) or not can be determined by examining the sign of the dot product of a normal vector N and an eye vector V in Figure 29. The conditional expression therefore is given by Equation (6).

$$A = V \bullet N = Vx\,Nx + Vy\,Ny + Vz\,Nz \quad \ldots \quad (6)$$

With Equation (6), determinations are respectively possible such that if $A \geq 0$ the wall is directed to the camera (frontward) while if $A < 0$ the wall is directed to a backside of the wall. If a plane existing between the camera and Mario is directed frontward relative to the camera, the turning-around of camera in Fig. 30 is not done. In this case, the No. n of the point is incremented at a step S105, and the process returns back to the step S102.

If the plane between the camera and Mario is directed backward, the answer to the step S107 becomes "Yes", and the turning-around process is carried out at subsequent steps S108 and S109. At the step S108, the angle of movement through which the position of camera (photographing position) is altered based on the flat-plane equation for the wall. That is, the flat-plane equation in terms of three points P1 (X1, Y1, Z1), P2 (X2, Y2, Z2), P3 (X3, Y3, Z3) on the flat-plane equation is expressed by a

multi-term equation of Equation (7).

$$Ax + By + Cz + D = 0$$

where, $A = Y1(Z2-Z3) + Y2(Z3-Z1) + Y3(Z1-Z2)$

$$B = Z1(X2-X3) + Z2(X3-X1) + Z3(X1-X2)$$

$$C = X1(Y2-Y3) + X2(Y3-Y1) + X3(Y1-Y2)$$

$$D = X1(Y2Z3-Z2Y3) + Y1(Z2X3-X2Z3) + Z1(X2Y3-Y2X3) \quad \ldots \quad (7)$$

The angle Ry of the normal vector with respect to the Y-axis is given by Equation (8).

$$Ry = \tan^{-1}(A / C) \quad \ldots \quad (8)$$

Therefore, the turning-around angle of camera is either Ry + 90° or Ry - 90°. That is, at the step S109 the camera is rotationally moved about Mario, or the operable object, in either direction Ry + 90° or Ry - 90°. Specifically, the movement is to a location closer to the presently-situated camera position (C in Figure 21).

Although the present invention has been described and illustrated in detail, it is clearly understood that the same is by way of illustration and example only and is not to be taken by way of limitation, the spirit and scope of the present invention being limited only by the terms of the appended claims.

CLAIMS

1. A video game system comprising:

a detachably connectable *portable storage device having* a memory medium for storing a video game program and for storing image data representative of a player controllable object whose apparent movement is controllable by a player;

a connector for receiving said connectable external memory;

a game program executing processing system for executing said video game program to generate a three-dimensional world display;

at least one player controller coupled to said game program executing processing system and operable by a player including a plurality of control keys for generating video game control signals for controlling the position of said player controlled object;

said external memory including point of view modifying instructions for determining in response to a player's control key actuation whether to modify the displayed three-dimensional world point of view, said at least one player controller further including:

an operation member which, in use, is tilted by an operator through a predetermined angular range, said operation member being capable of generating operation member position data for controlling movement of said player controlled object; and

controller processing circuitry for receiving at least one command from said game program executing processing system and for transferring operation member position data to said game program processing system in response to said command.

2. *A portable storage device* for use with a video game system console having a game program executing processing system for executing said video game program to generate a three-dimensional world display, and at least one player controller coupled to said game program executing processing system and operable by a player to generate video game control signals and including command processing circuitry; *said* [a] portable storage device, for controlling the operation of said video game system console, comprising:

a memory media for storing video game instructions and graphics data;

a connector for coupling said video game instructions and said graphics data retrieved from said memory media to said video game system console;

said video game instructions including at least one player controller related instruction for causing said game program executing processing system to send a command to said player controller for decoding and processing, said video game instructions further including point of view modifying instructions for determining in response to a player's operation of said player controller whether to modify the displayed three-dimensional world point of view, wherein said command is a request for the controller to send data to the game program executing processing system identifying its controller type.

3. A portable storage device *as* in [accordance with] claim 1, wherein said video game instructions include a further player controller related command instructing the controller to send data to the game program executing processing system.

4. A portable storage device *as* in [accordance with] claim 1, wherein said controller includes a removable memory, and wherein said video game instructions include a further player controller command for accessing said removable memory.

5. *A portable storage device* for use with a video game system console having a game program executing processing system for executing said video game program to generate a three-dimensional world display, and at least one player controller coupled to said game program executing processing system and operable by a player to generate video game control signals and including command processing circuitry; *said* [a] portable storage device for controlling the operation of said video game system console comprising:

a memory media for storing video game instructions and graphics data;

a connector for coupling said video game instructions and said graphics data retrieved from said memory media to said video game system console;

said video game instructions including at least one player controller related instruction for causing said game program executing processing system to send a command to said player controller for decoding and processing, said video game instructions further including point of view modifying instructions for determining in response to a player's operation of said player

controller whether to modify the displayed three-dimensional world point of view, wherein said controller includes a memory and wherein said command is a request for the controller to send data stored in the controller memory.

6. A portable storage device *as* in [accordance with] claim 1, wherein said video game instructions include a further player controller command instructing said controller to transfer controller data to said game program executing processing system and said processing system being operable to generate video data based upon said transferred controller data.

7. A portable storage device in accordance with claim 6, wherein said controller includes a joystick mechanism having position indicating circuitry and wherein said controller data includes joystick position information.

8. *A portable storage device* for use with a video game system console having a game program executing processing system for executing said video game program to generate a three-dimensional world display, and at least one player controller coupled to said game program executing processing system and operable by a player to generate video game control signals and including command processing circuitry; *said* [a] portable storage device for controlling the operation of said video game system console comprising:

a memory media for storing video game instructions and graphics data;

a connector for coupling said video game instructions and said graphics data retrieved from said memory media to said video game system console;

said video game instructions including at least one player controller related instruction for causing said game program executing processing system to send a command to said player controller for decoding and processing, said video game instructions further including point of view modifying instructions for determining in response to a player's operation of said player controller whether to modify the displayed three-dimensional world point of view, wherein said controller includes a joystick mechanism having position indicating circuitry and wherein said command causes the controller to reset the position indicating circuitry.

FIG. 1

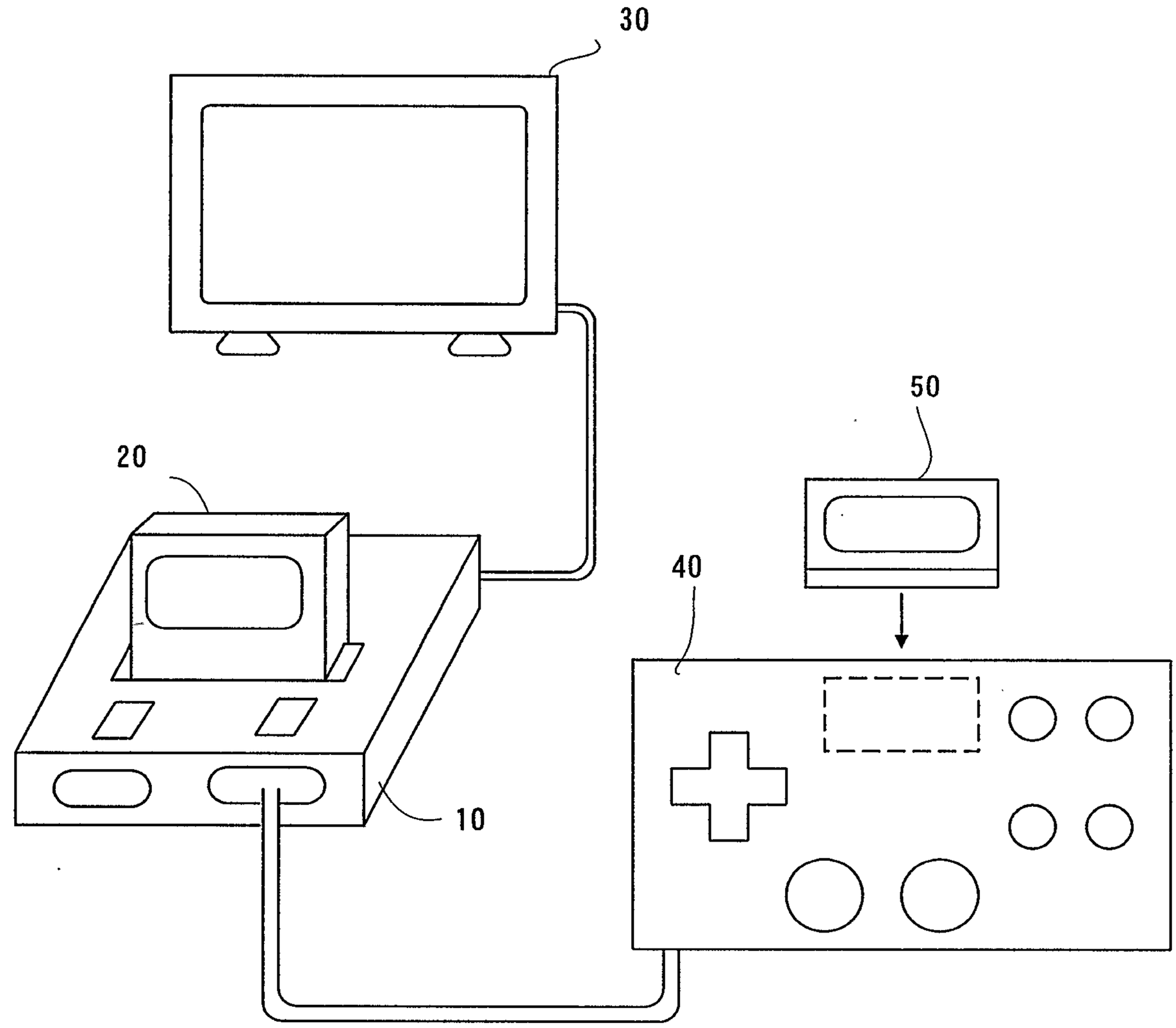


FIG. 2

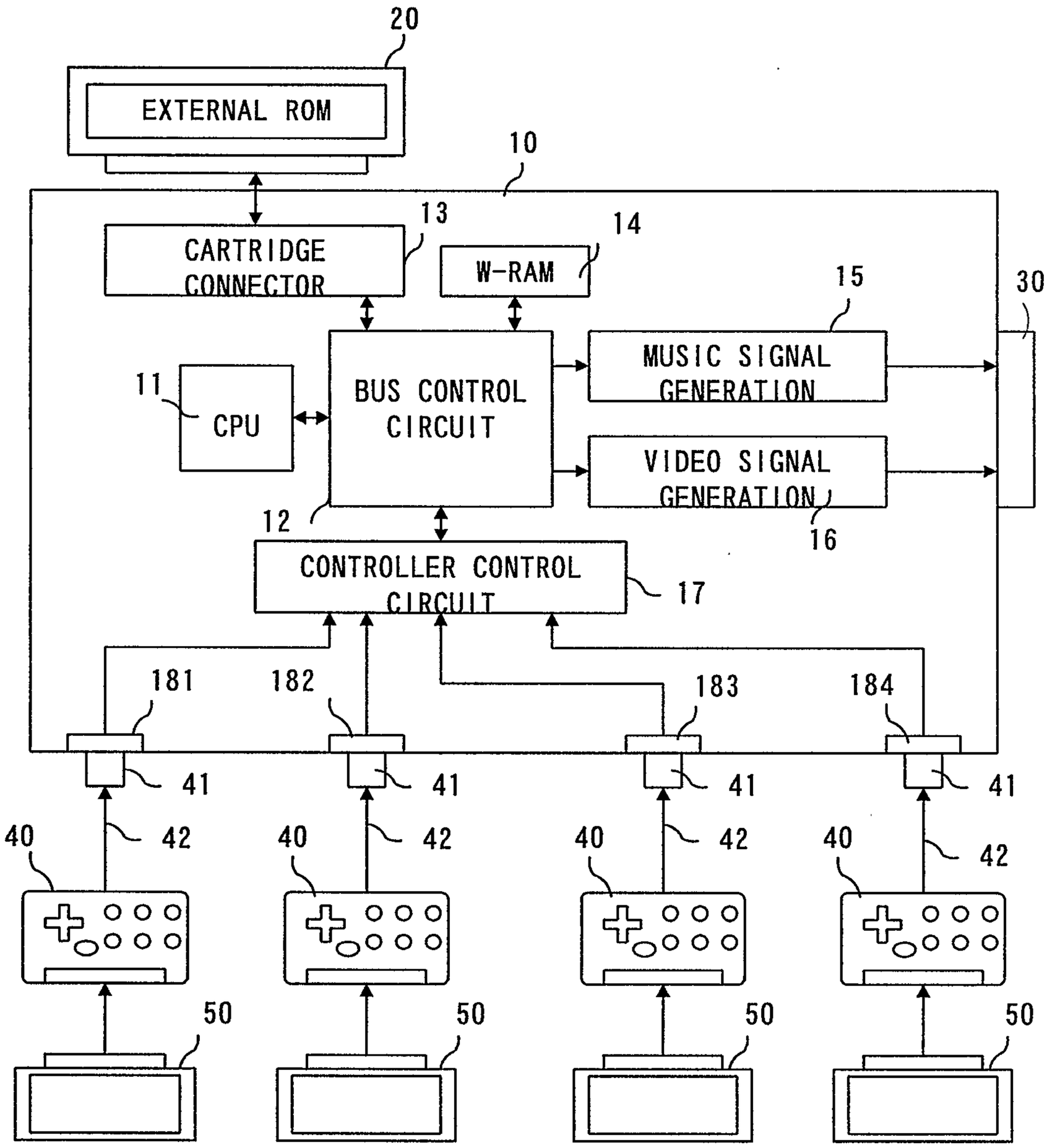

20
EXTERNAL ROM
10
13
CARTRIDGE CONNECTOR
14
W-RAM
15
30
MUSIC SIGNAL GENERATION
11
CPU
BUS CONTROL CIRCUIT
VIDEO SIGNAL GENERATION
16
12
CONTROLLER CONTROL CIRCUIT
17
181
182
183
184
41
41
41
41
40
42
40
42
40
42
40
42
50
50
50
50

FIG. 3

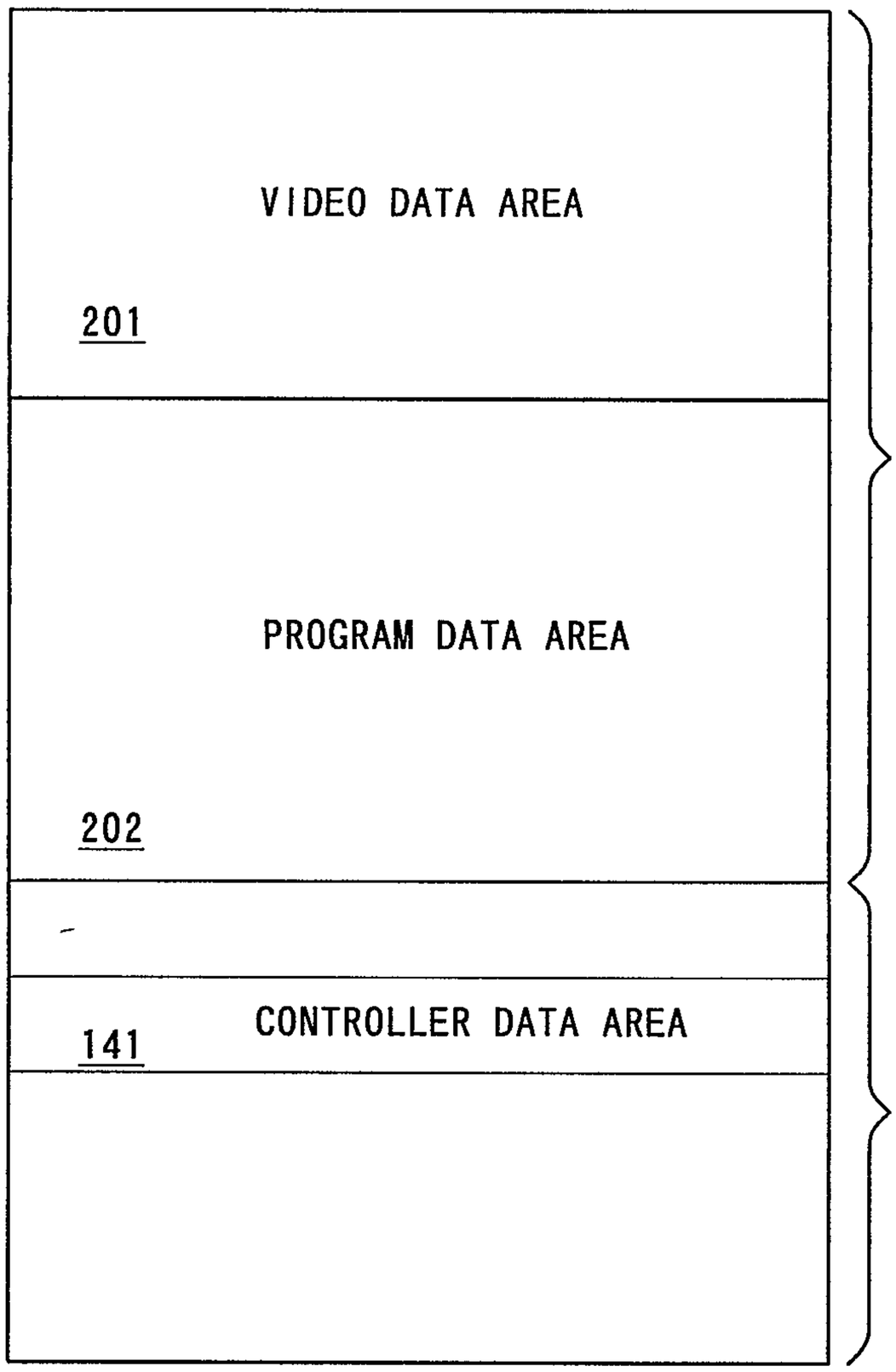

CPU MEMORY MAP
VIDEO DATA AREA
201
PROGRAM DATA AREA
202
CONTROLLER DATA AREA
141
EXTERNAL MEMORY AREA
W-RAM AREA

FIG. 4

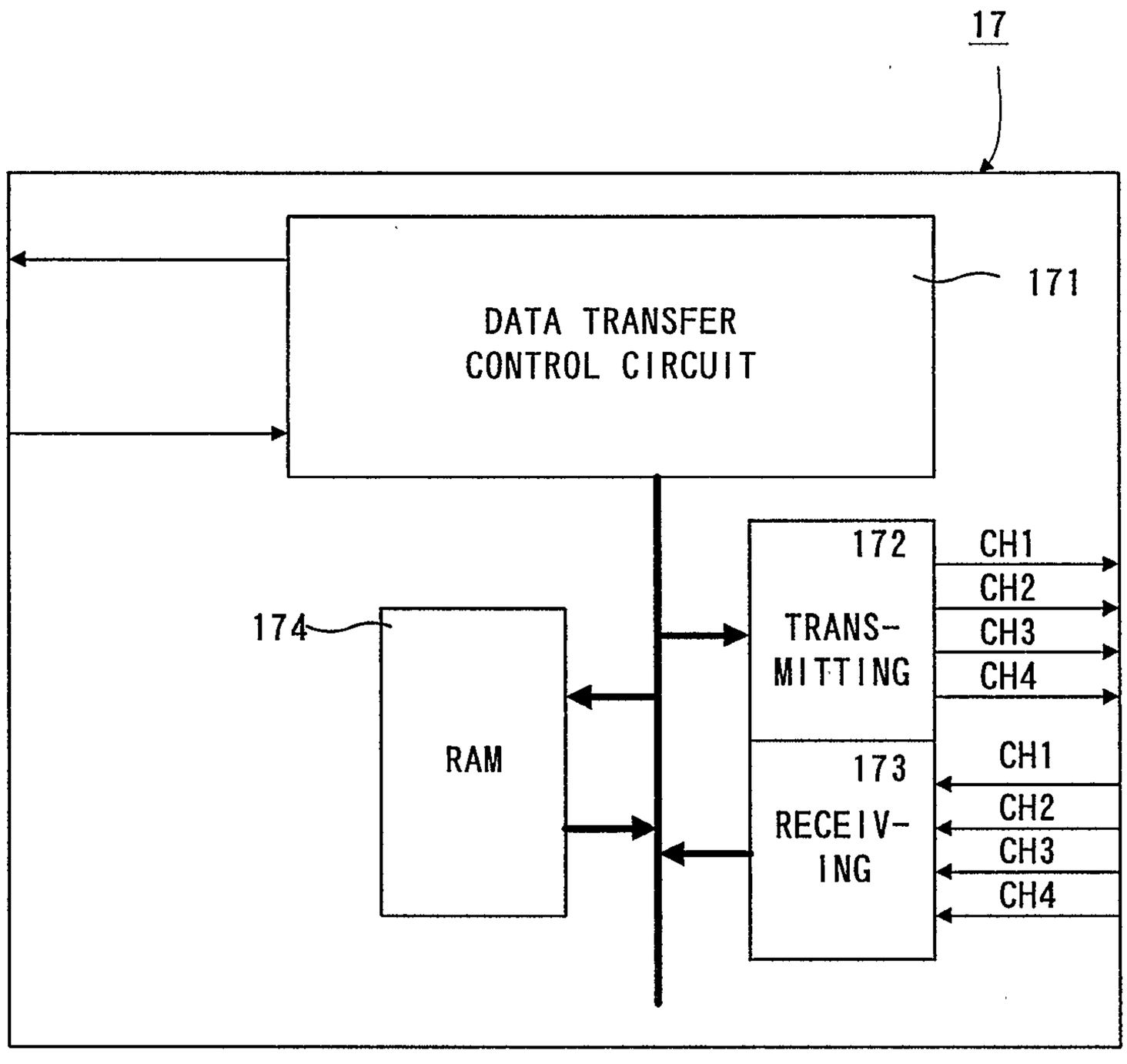

17
171
DATA TRANSFER
CONTROL CIRCUIT
172
TRANS-
MITTING
CH1
CH2
CH3
CH4
174
RAM
173
RECEIV-
ING
CH1
CH2
CH3
CH4

FIG. 5

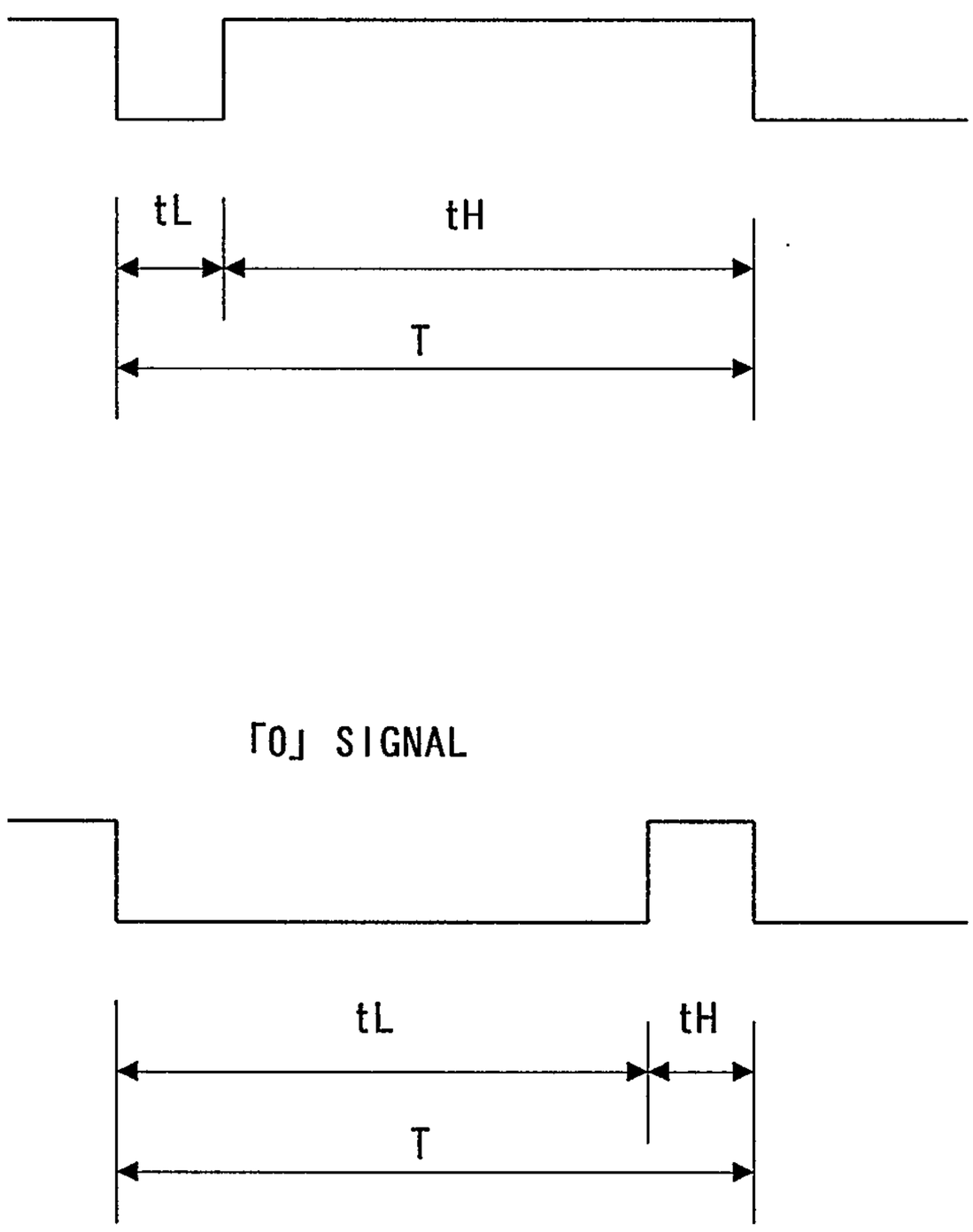
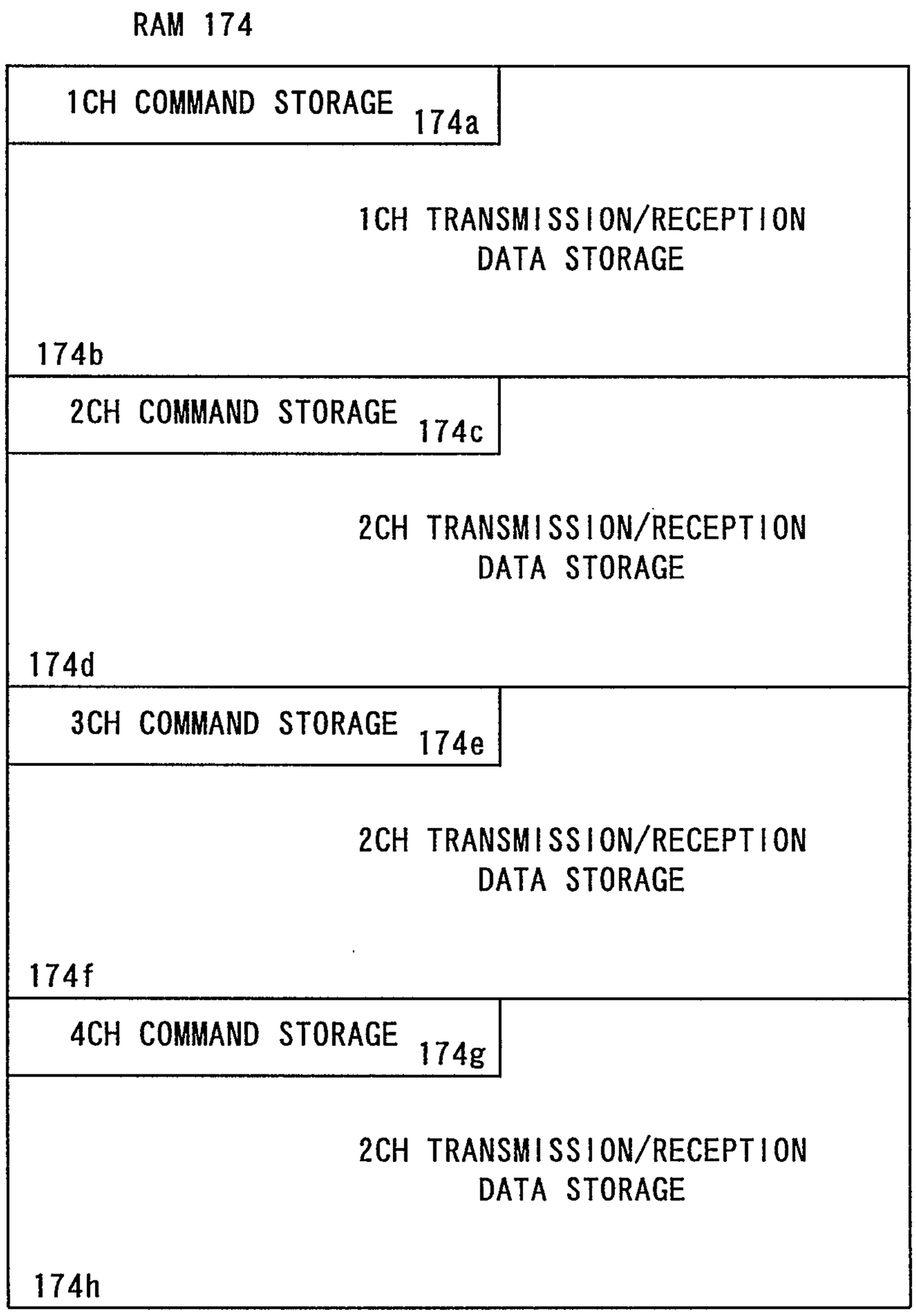
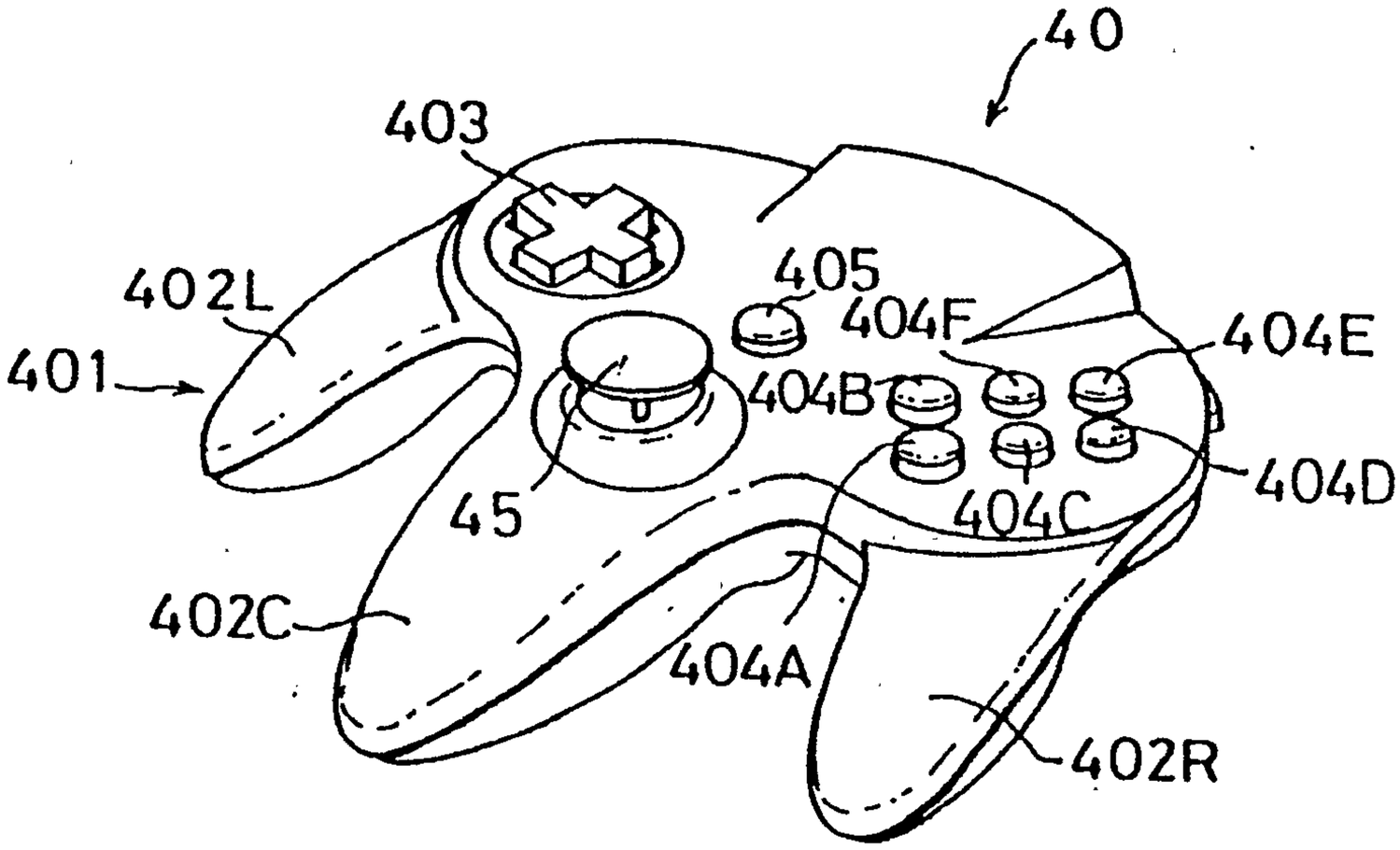


FIG. 6


RAM 174
1CH COMMAND STORAGE 174a
1CH TRANSMISSION/RECEPTION DATA STORAGE
174b
2CH COMMAND STORAGE 174c
2CH TRANSMISSION/RECEPTION DATA STORAGE
174d
3CH COMMAND STORAGE 174e
2CH TRANSMISSION/RECEPTION DATA STORAGE
174f
4CH COMMAND STORAGE 174g
2CH TRANSMISSION/RECEPTION DATA STORAGE
174h

7


40
403
405
402L
401
404F
404E
404B
404D
45
404C
402C
404A
402R

8

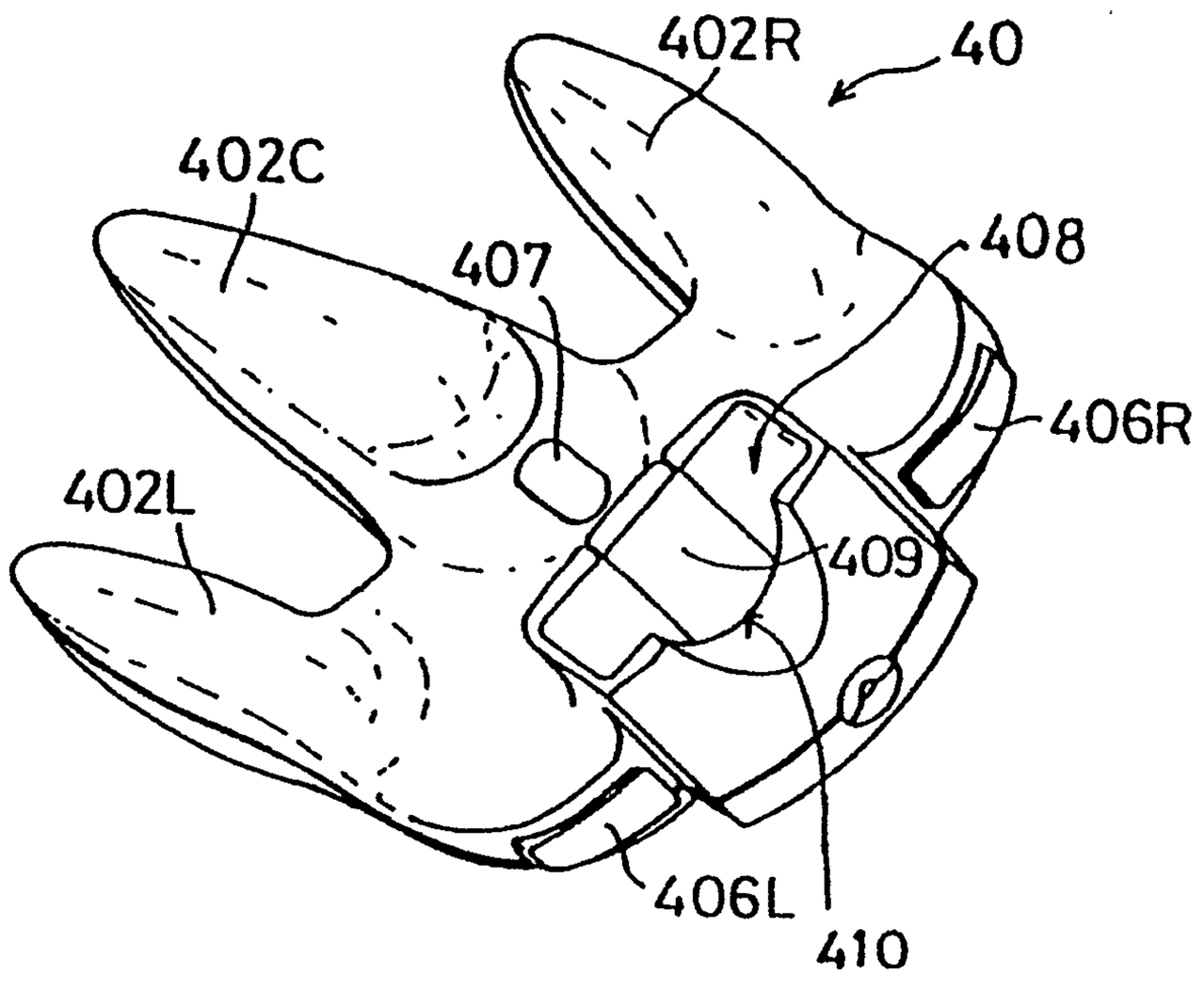

402R
40
402C
407
408
406R
402L
409
406L
410

FIG. 9

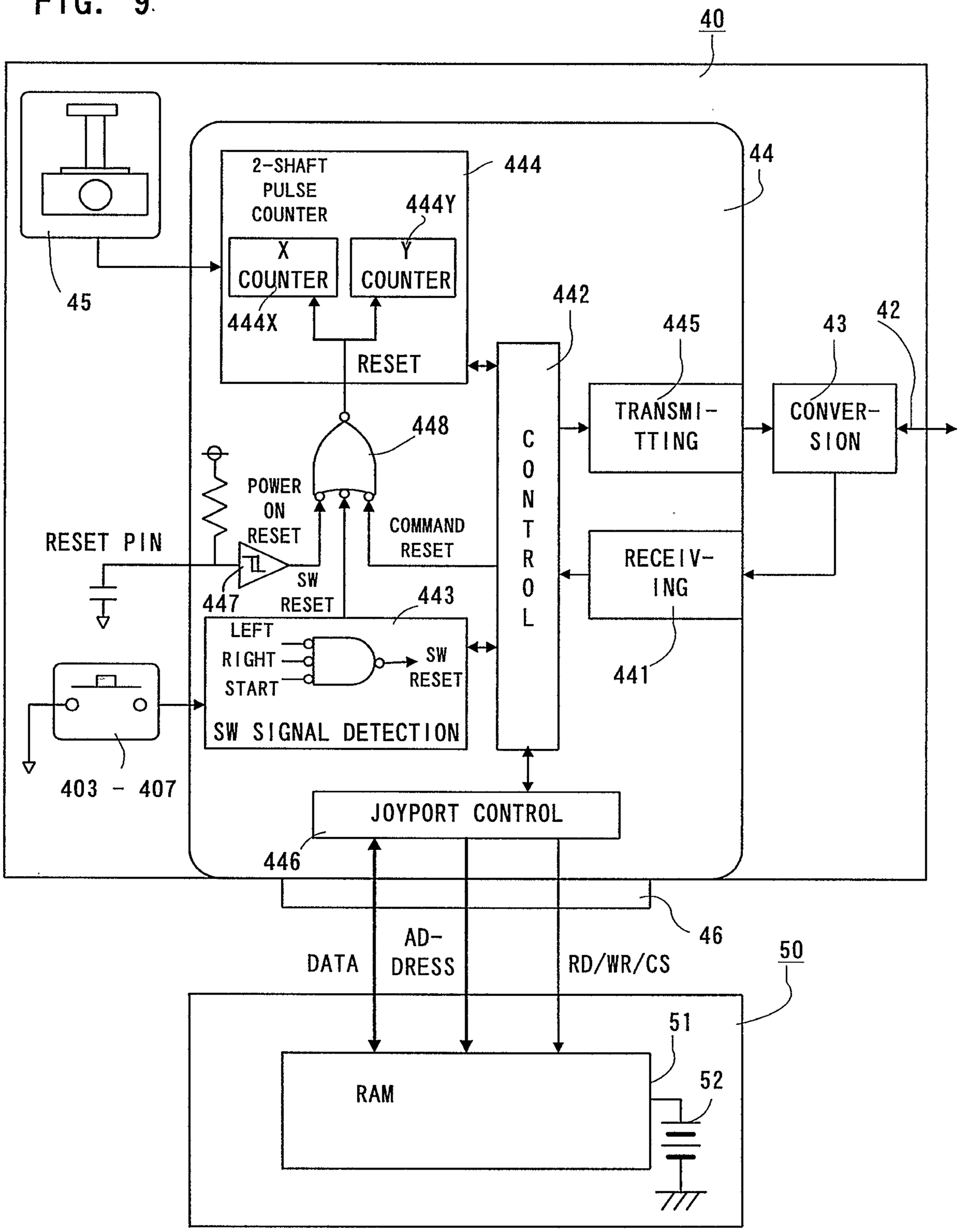

40
44
444
2-SHAFT
PULSE
COUNTER
444Y
X
COUNTER
Y
COUNTER
444X
RESET
442
445
43
42
45
448
TRANSMI-
TTING
CONVER-
SION
CONTROL
POWER
ON
RESET
COMMAND
RESET
RESET PIN
447
SW
RESET
RECEIV-
ING
443
LEFT
RIGHT
START
SW
RESET
SW SIGNAL DETECTION
441
403 - 407
JOYPORT CONTROL
446
46
DATA
AD-
DRESS
RD/WR/CS
50
51
RAM
52

FIG. 10

1 BYTE	B	A	G	START	↑	↓	←	→
2 BYTE	JSRST	0	L	R	E	D	C	F
3 BYTE	X ORDINATE							
4 BYTE	Y ORDINATE							

FIG. 11

COMMAND 0: TRANSMITTING TYPE OF COMMAND
RECEPTION : 1 BYTE TRANSMISSION : 3 BYTES

		d7	d6	d5	d4	d3	d2	d1	d0
RECEPTION	1 BYTE	← COMMAND 0 →							
TRANSMISSION	1 BYTE	← TYPE L →							
	2 BYTE	← TYPE H →							
	3 BYTE	← STATUS →							

FIG. 12

COMMAND 1: ACCESSING STANDARD CONTROLLER
RECEPTION : 1 BYTE TRANSMISSION : 4 BYTES

		d7	d6	d5	d4	d3	d2	d1	d0
RECEPTION	1 BYTE	← COMMAND 1 →							
TRANSMISSION	1 BYTE	B	A	G	START	↑	↓	←	→
	2 BYTE	JSRST*	0	L	R	E	D	C	F
	3 BYTE	← X ORDINATE →							
	4 BYTE	← Y ORDINATE →							

* HIGH LEVEL AT TIME THAT L, R, START BUTTONS ARE SIMULTANEOUSLY DEPRESSED

FIG. 13

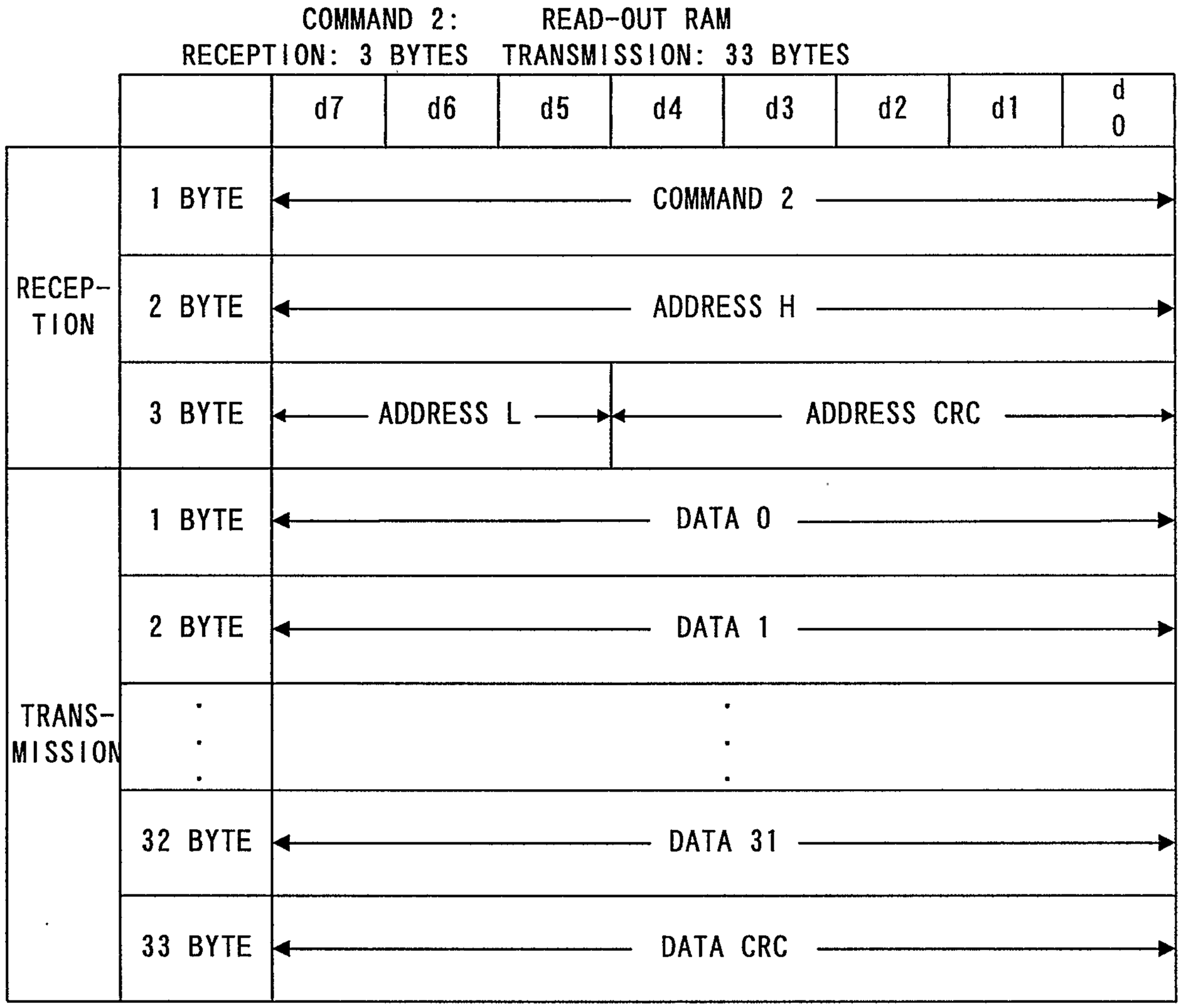

COMMAND 2: READ-OUT RAM
RECEPTION: 3 BYTES TRANSMISSION: 33 BYTES
d7
d6
d5
d4
d3
d2
d1
d0
RECEP-TION
1 BYTE
COMMAND 2
2 BYTE
ADDRESS H
3 BYTE
ADDRESS L
ADDRESS CRC
TRANS-MISSION
1 BYTE
DATA 0
2 BYTE
DATA 1
32 BYTE
DATA 31
33 BYTE
DATA CRC

FIG. 14

COMMAND 3: WRITING INTO RAM
RECEPTION: 35 BYTES TRANSMISSION: 1 BYTE

		d7	d6	d5	d4	d3	d2	d1	d0
RECEPTION	1 BYTE	← COMMAND 3 →							
	2 BYTE	← ADDRESS H →							
	3 BYTE	← ADDRESS L →				← ADDRESS CRC →			
	4 BYTE	← DATA 0 →							
	5 BYTE	← DATA 1 →							
	. . .	. . .							
	35 BYTE	← DATA 31 →							
TRANSMISSION	1 BYTE	← DATA CRC →							

FIG. 15

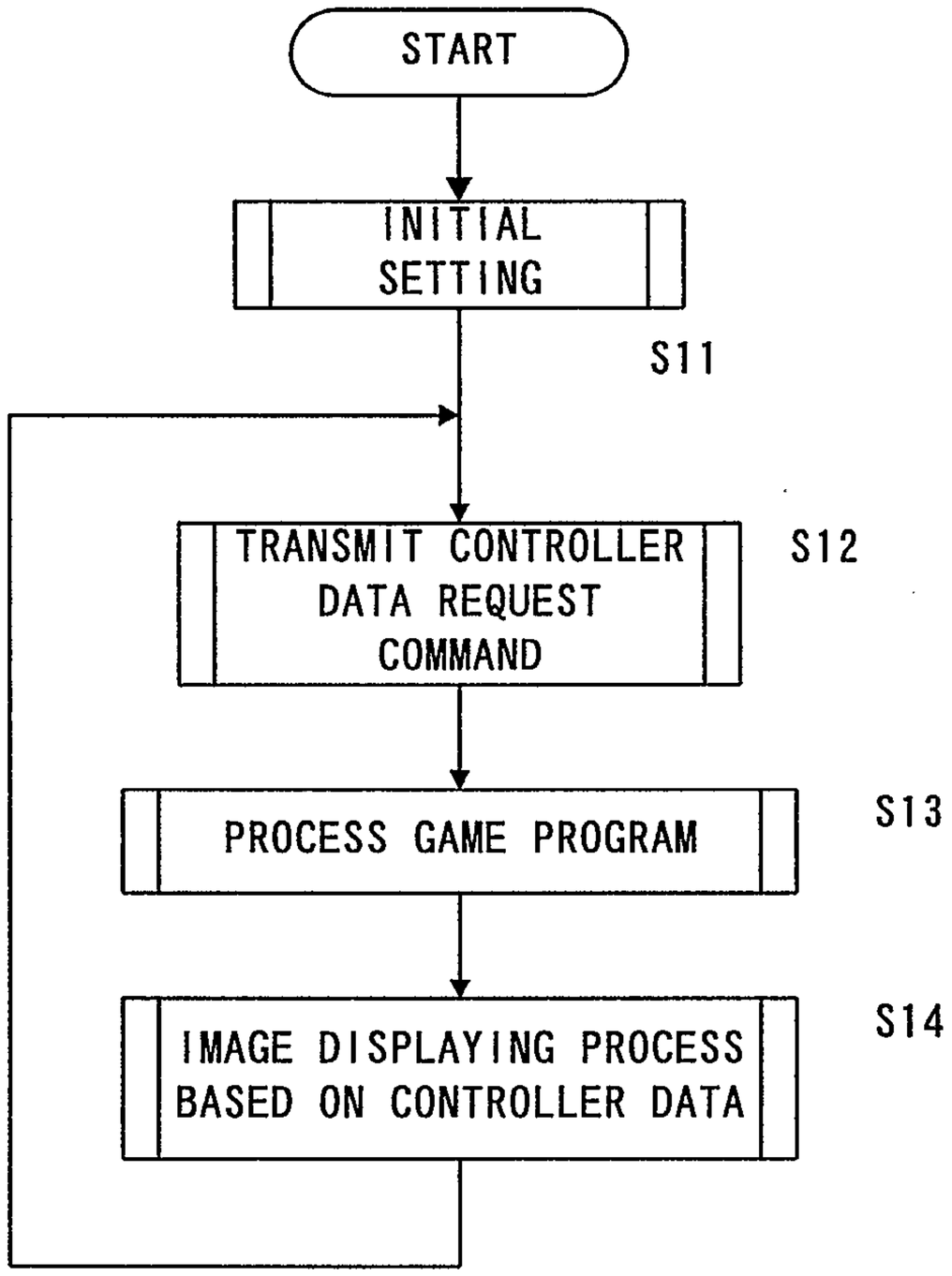

START
INITIAL SETTING
S11
TRANSMIT CONTROLLER DATA REQUEST COMMAND
S12
PROCESS GAME PROGRAM
S13
IMAGE DISPLAYING PROCESS BASED ON CONTROLLER DATA
S14

FIG. 16

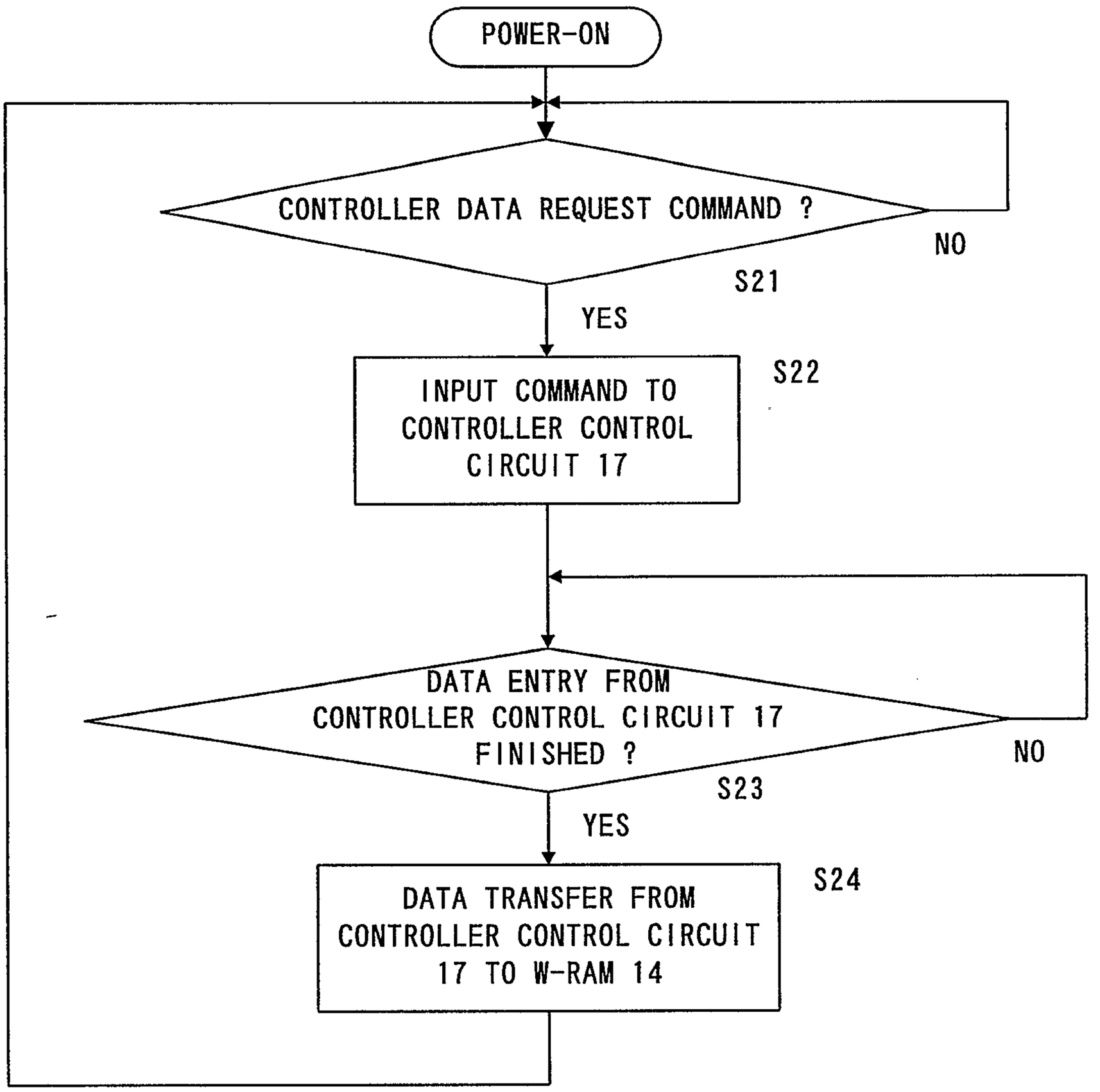

POWER-ON
CONTROLLER DATA REQUEST COMMAND ?
NO
S21
YES
INPUT COMMAND TO CONTROLLER CONTROL CIRCUIT 17
S22
DATA ENTRY FROM CONTROLLER CONTROL CIRCUIT 17 FINISHED ?
NO
S23
YES
DATA TRANSFER FROM CONTROLLER CONTROL CIRCUIT 17 TO W-RAM 14
S24

FIG. 17

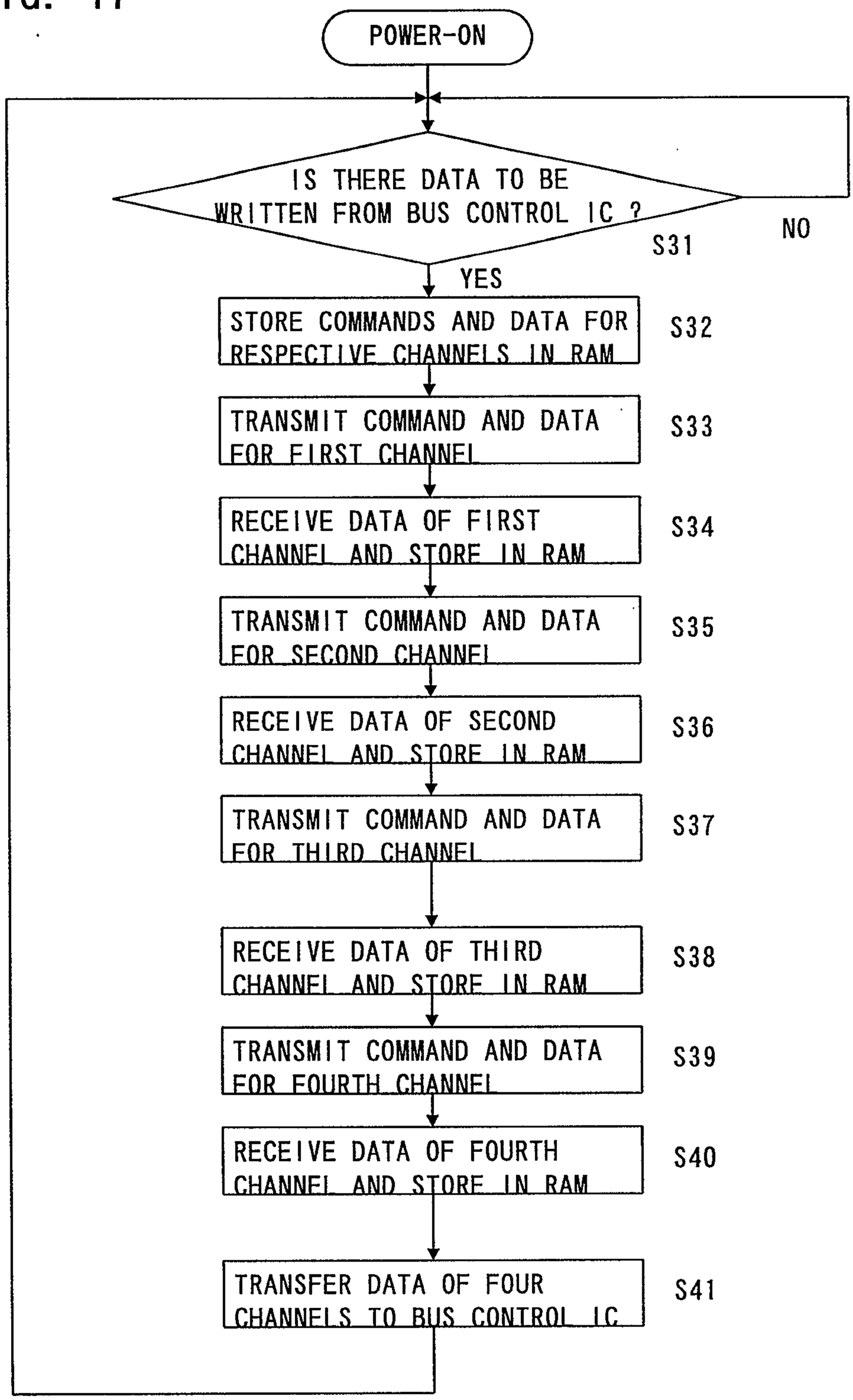

POWER-ON
IS THERE DATA TO BE WRITTEN FROM BUS CONTROL IC ?
S31
NO
YES
STORE COMMANDS AND DATA FOR RESPECTIVE CHANNELS IN RAM
S32
TRANSMIT COMMAND AND DATA FOR FIRST CHANNEL
S33
RECEIVE DATA OF FIRST CHANNEL AND STORE IN RAM
S34
TRANSMIT COMMAND AND DATA FOR SECOND CHANNEL
S35
RECEIVE DATA OF SECOND CHANNEL AND STORE IN RAM
S36
TRANSMIT COMMAND AND DATA FOR THIRD CHANNEL
S37
RECEIVE DATA OF THIRD CHANNEL AND STORE IN RAM
S38
TRANSMIT COMMAND AND DATA FOR FOURTH CHANNEL
S39
RECEIVE DATA OF FOURTH CHANNEL AND STORE IN RAM
S40
TRANSFER DATA OF FOUR CHANNELS TO BUS CONTROL IC
S41

FIG. 18

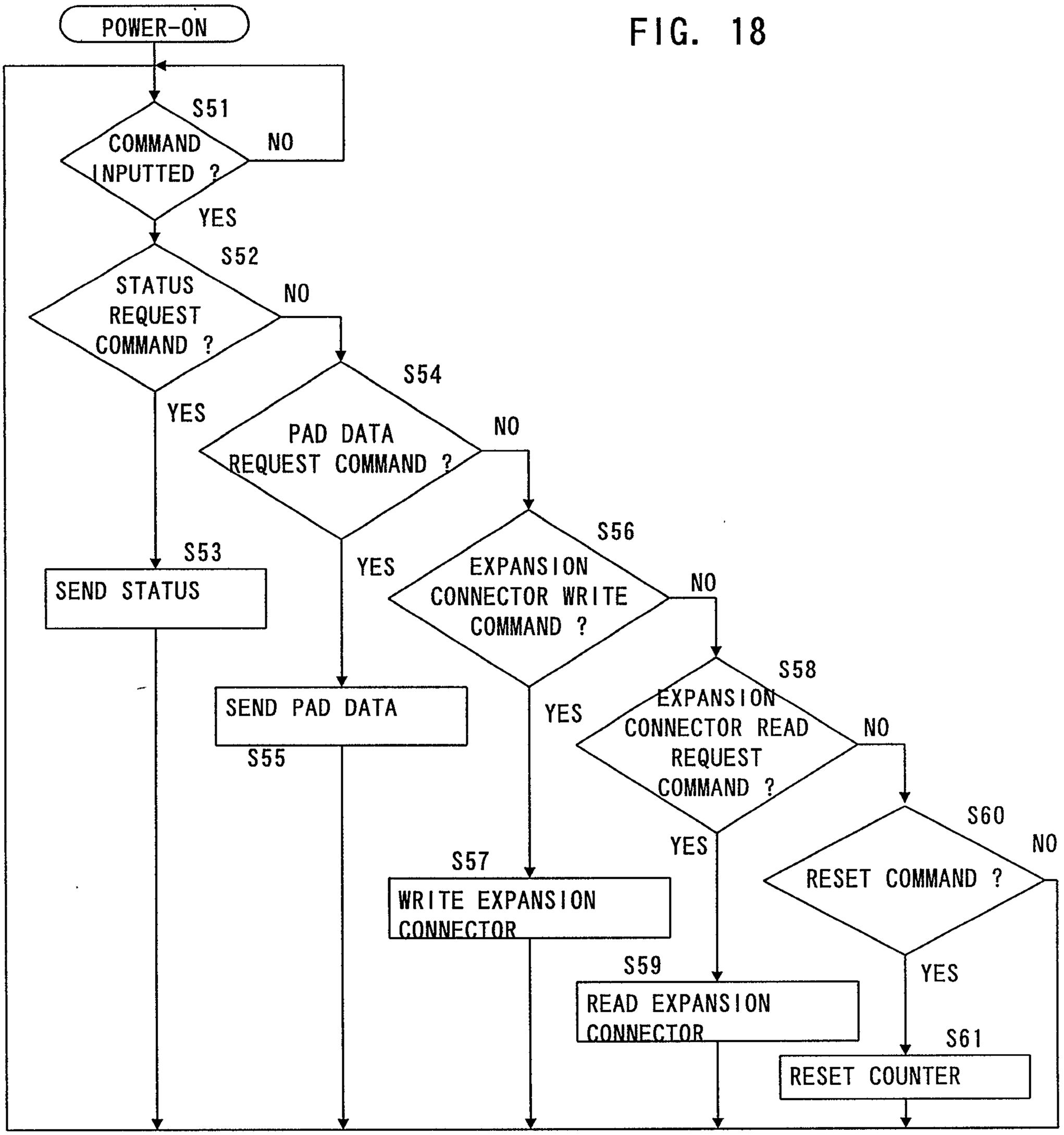

POWER-ON
S51
COMMAND INPUTTED ?
NO
YES
S52
STATUS REQUEST COMMAND ?
NO
YES
S53
SEND STATUS
S54
PAD DATA REQUEST COMMAND ?
NO
YES
SEND PAD DATA
S55
S56
EXPANSION CONNECTOR WRITE COMMAND ?
NO
YES
S57
WRITE EXPANSION CONNECTOR
S58
EXPANSION CONNECTOR READ REQUEST COMMAND ?
NO
YES
S59
READ EXPANSION CONNECTOR
S60
RESET COMMAND ?
NO
YES
S61
RESET COUNTER

FIG. 19

COMMAND 255: CONTROLLER RESET

RECEPTION: 1 BYTE TRANSMISSION: 3 BYTES

		d7	d6	d5	d4	d3	d2	d1	d0
RECP-TION	1 BYTE	← COMMAND 255 →							
TRANS-MISSION	1 BYTE	← TYPE L →							
	2 BYTE	← TYPE H →							
	3 BYTE	← STATUS →							

FIG. 20

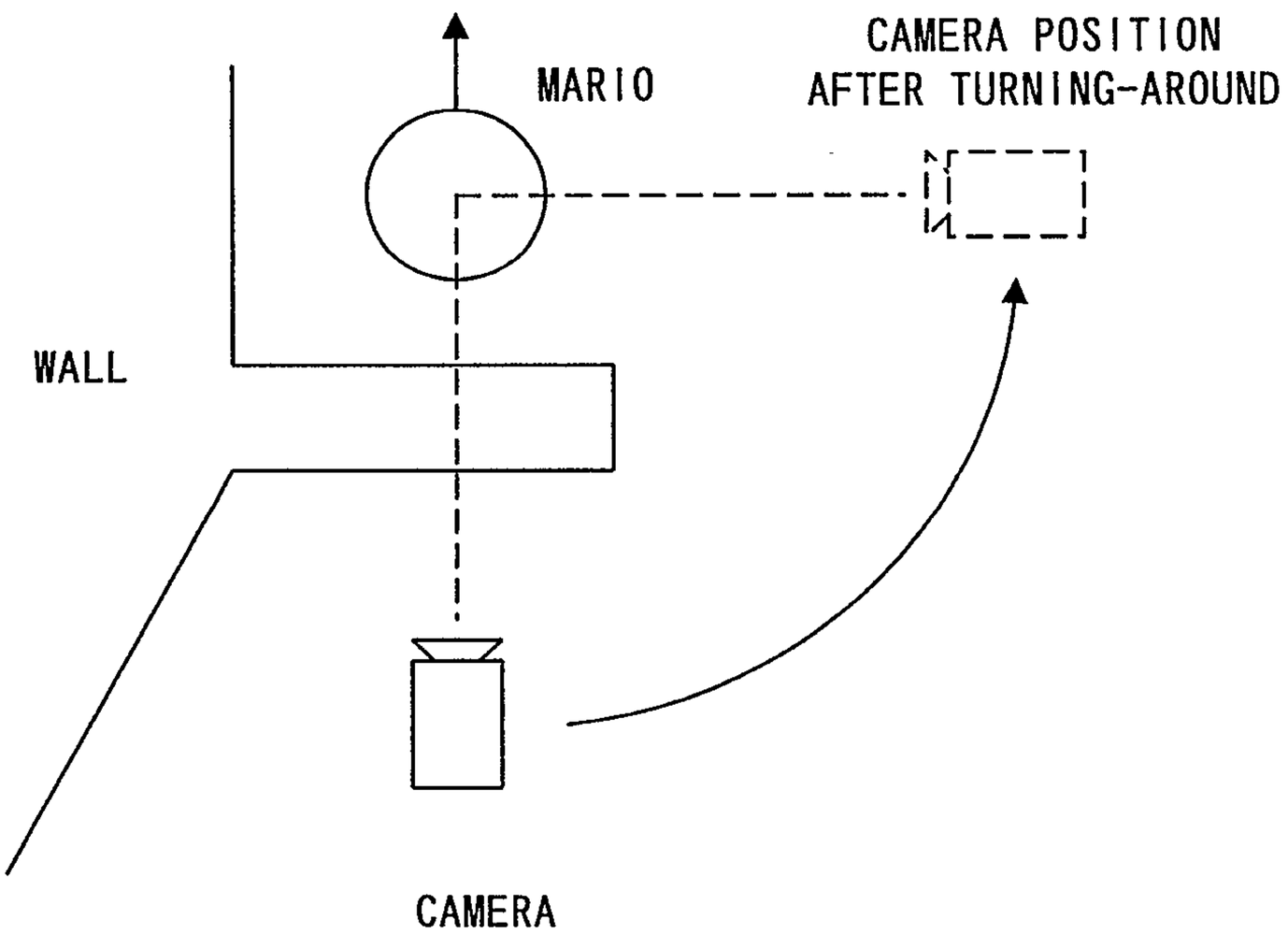


FIG. 21

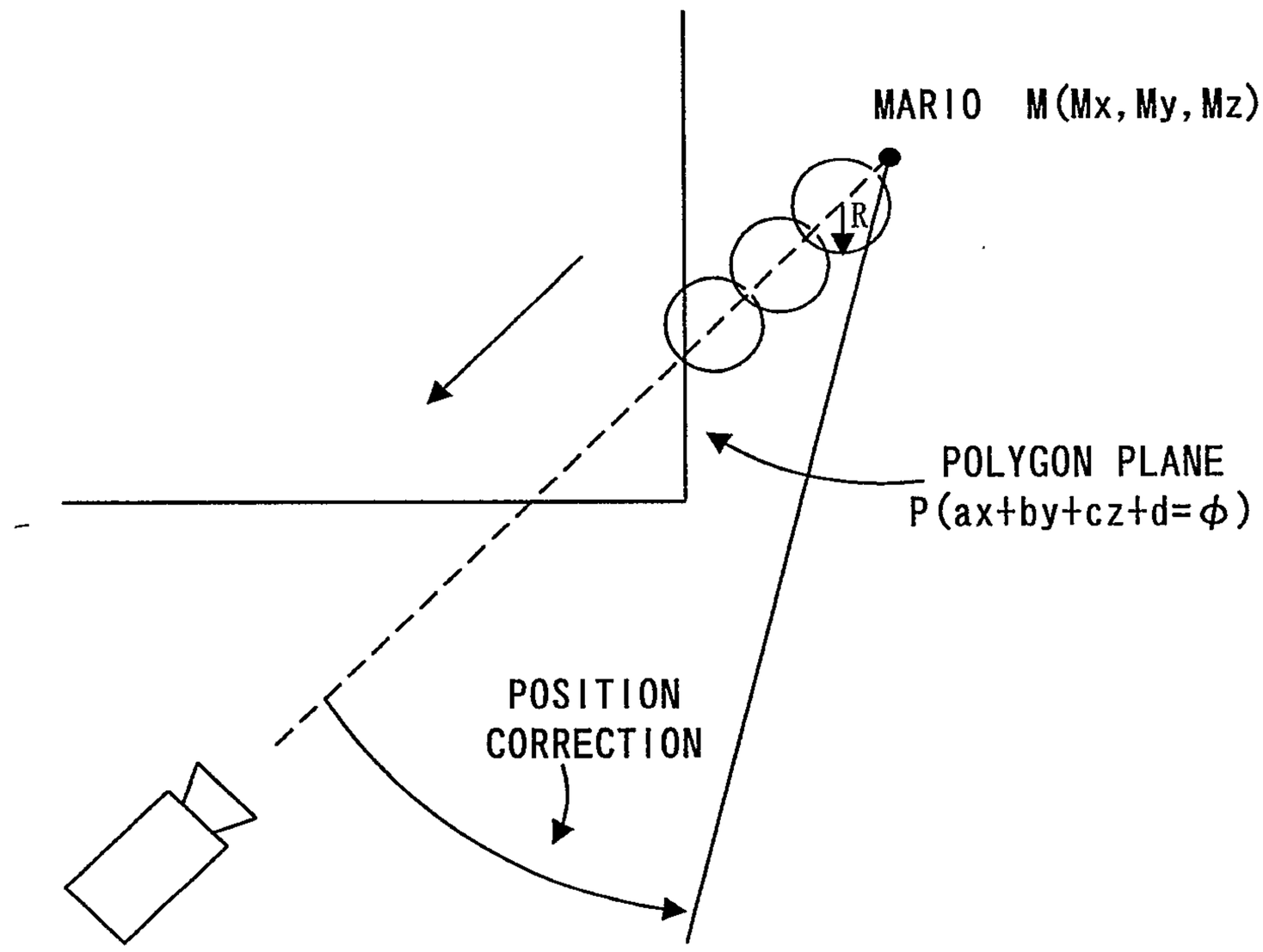

MARIO M(Mx, My, Mz)
R
POLYGON PLANE
P(ax+by+cz+d=φ)
POSITION
CORRECTION
CAMERA C(Cx, Cy, Cz)

FIG. 22

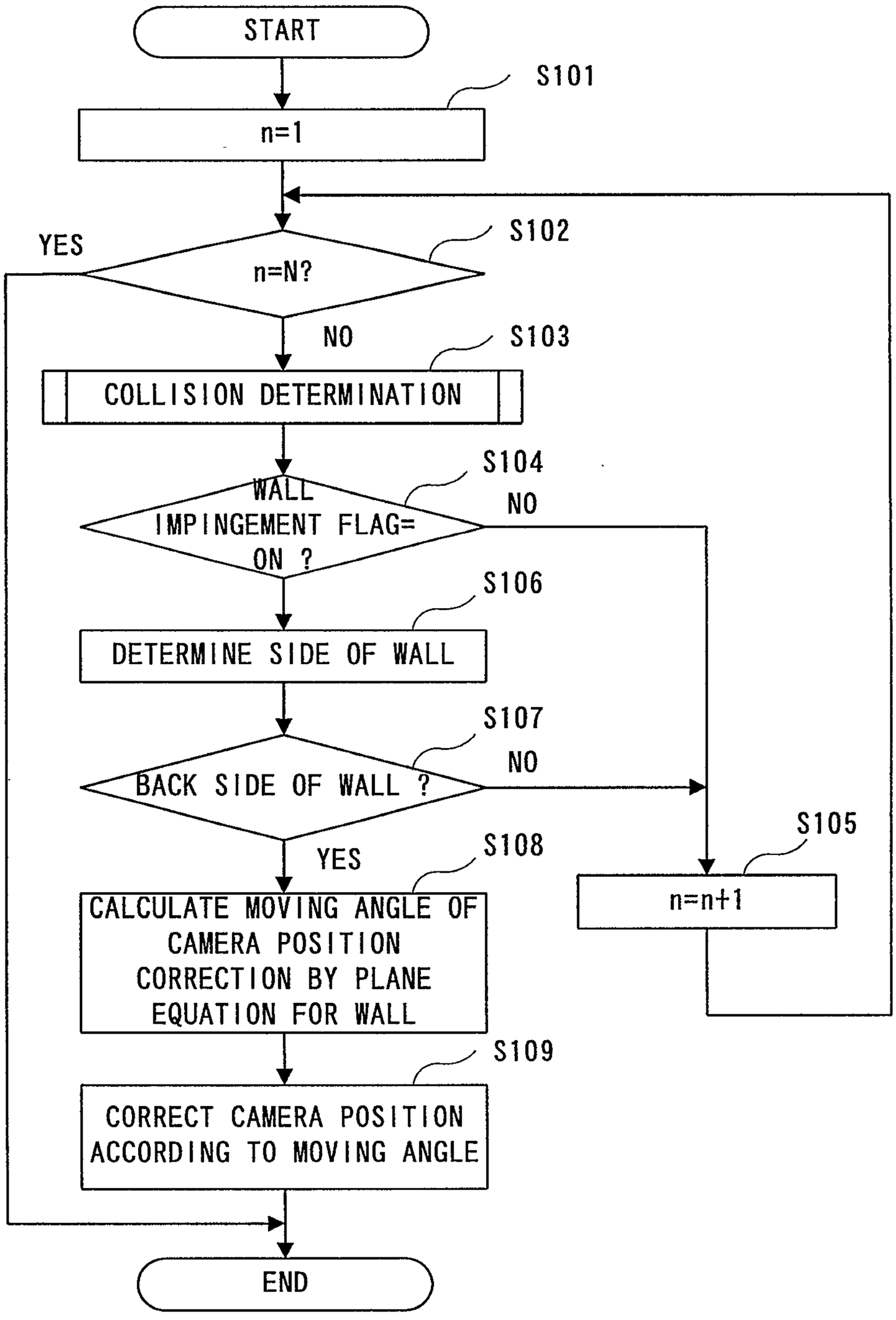

START
S101
n=1
S102
n=N?
YES
NO
S103
COLLISION DETERMINATION
S104
WALL IMPINGEMENT FLAG= ON ?
NO
S106
DETERMINE SIDE OF WALL
S107
BACK SIDE OF WALL ?
NO
YES
S108
CALCULATE MOVING ANGLE OF CAMERA POSITION CORRECTION BY PLANE EQUATION FOR WALL
S109
CORRECT CAMERA POSITION ACCORDING TO MOVING ANGLE
S105
n=n+1
END

FIG. 23

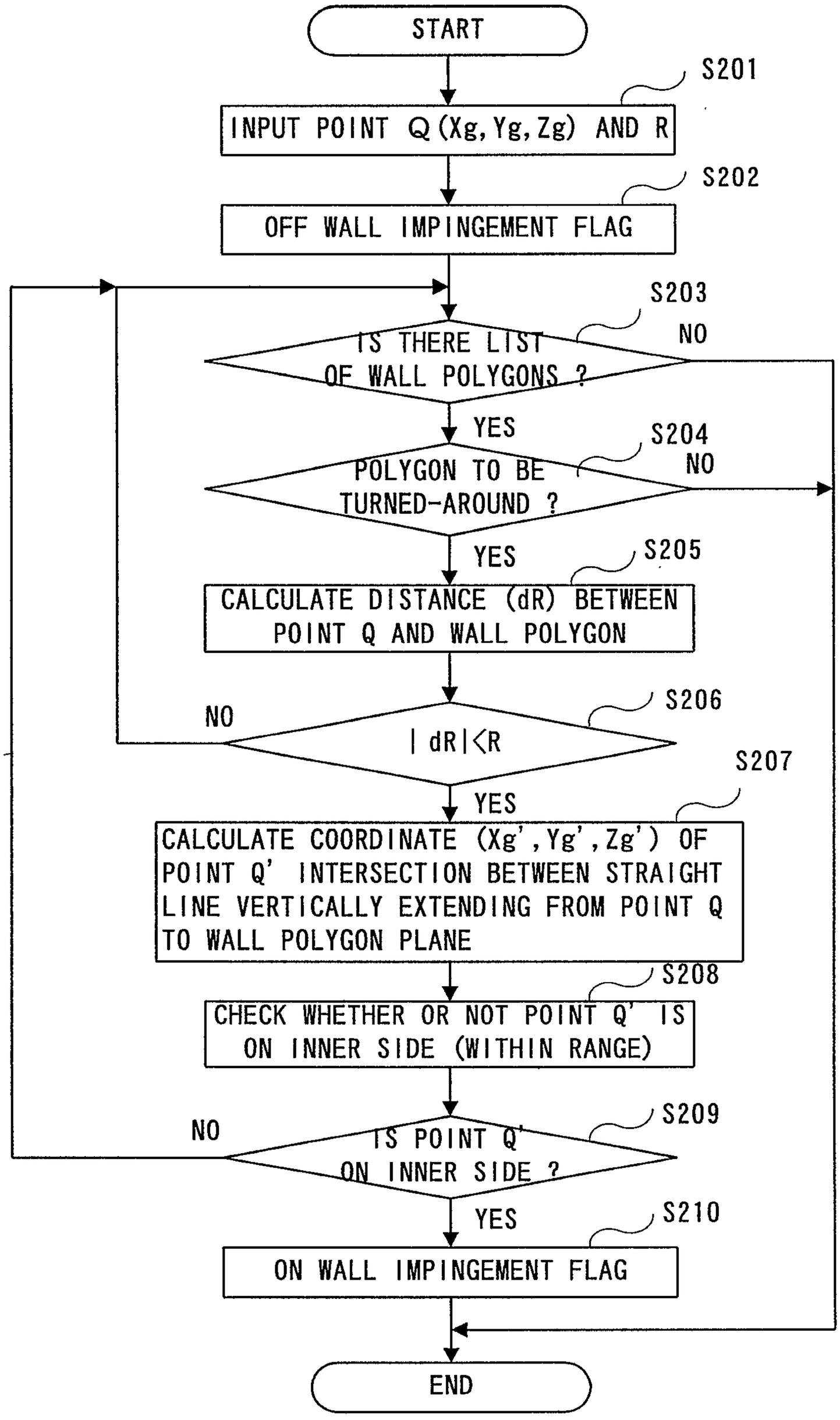

START
S201
INPUT POINT Q(Xg, Yg, Zg) AND R
S202
OFF WALL IMPINGEMENT FLAG
S203
IS THERE LIST OF WALL POLYGONS ?
NO
YES
S204
POLYGON TO BE TURNED-AROUND ?
NO
YES
S205
CALCULATE DISTANCE (dR) BETWEEN POINT Q AND WALL POLYGON
S206
NO
|dR|<R
S207
YES
CALCULATE COORDINATE (Xg', Yg', Zg') OF POINT Q' INTERSECTION BETWEEN STRAIGHT LINE VERTICALLY EXTENDING FROM POINT Q TO WALL POLYGON PLANE
S208
CHECK WHETHER OR NOT POINT Q' IS ON INNER SIDE (WITHIN RANGE)
S209
NO
IS POINT Q' ON INNER SIDE ?
YES
S210
ON WALL IMPINGEMENT FLAG
END

FIG. 24

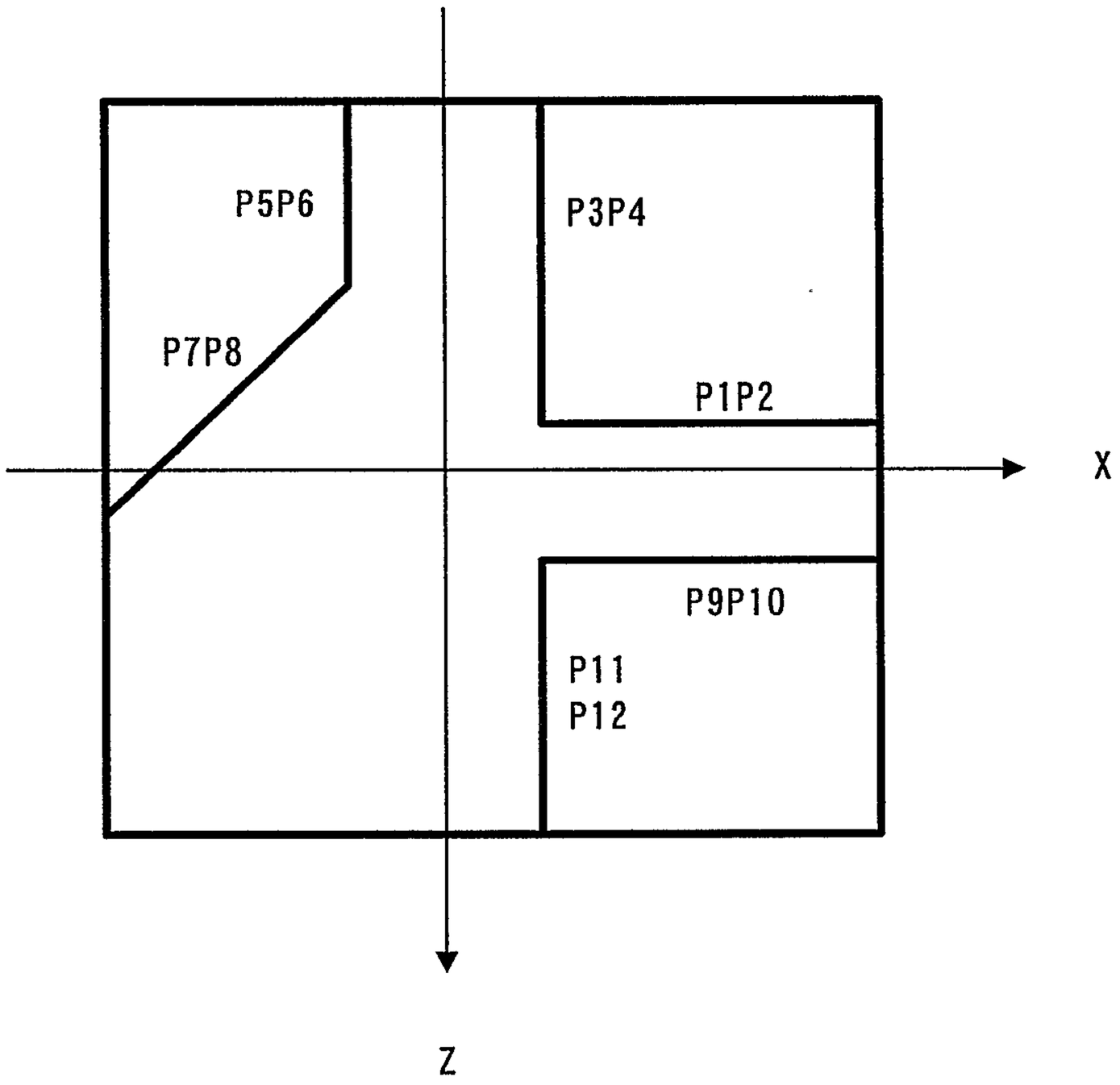
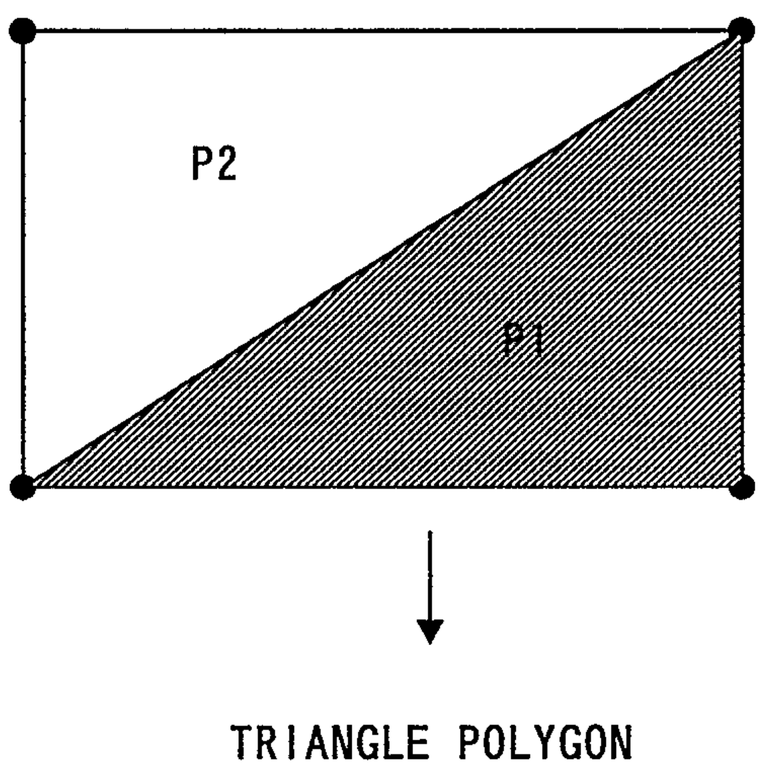


FIG. 25



TRIANGLE POLYGON

FIG. 26

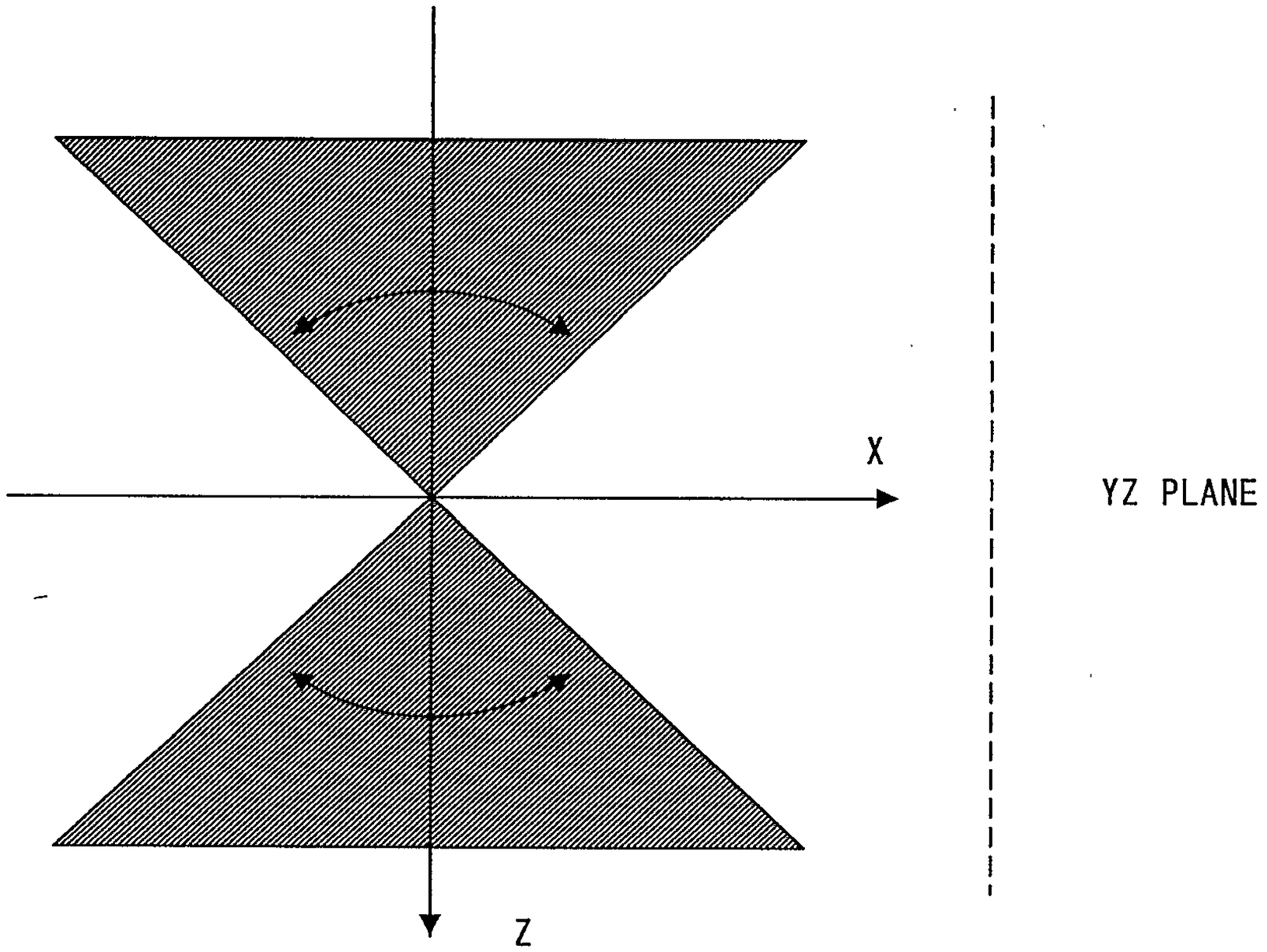


FIG. 27

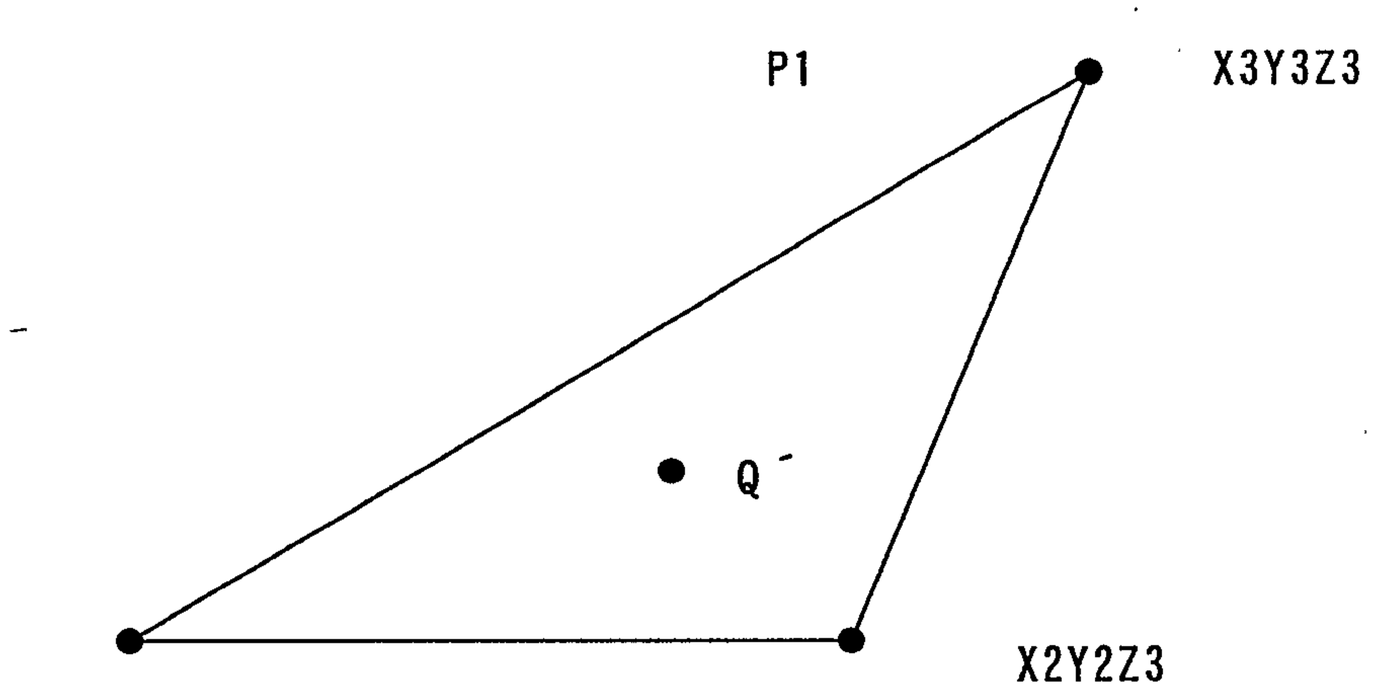


FIG. 28

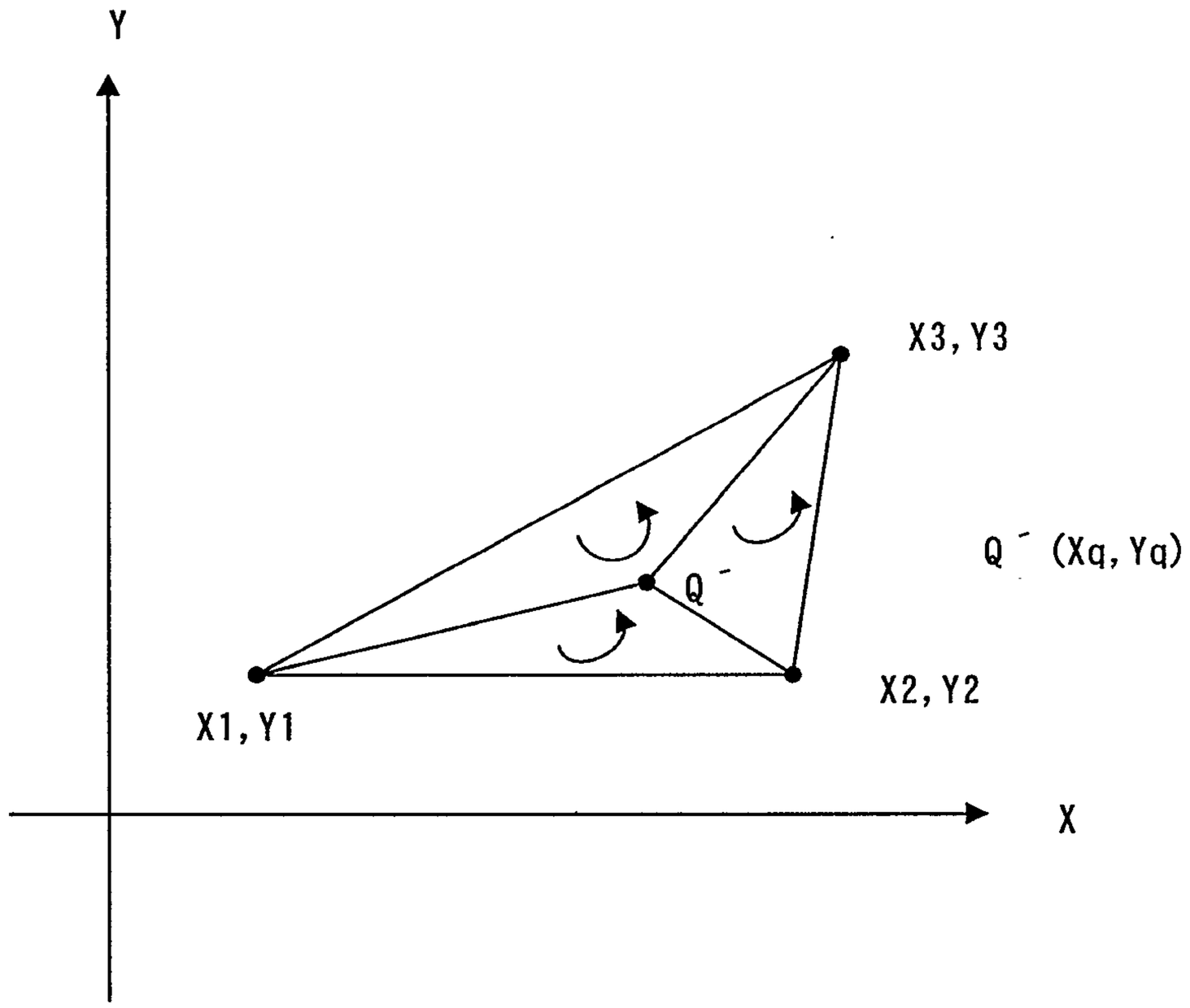
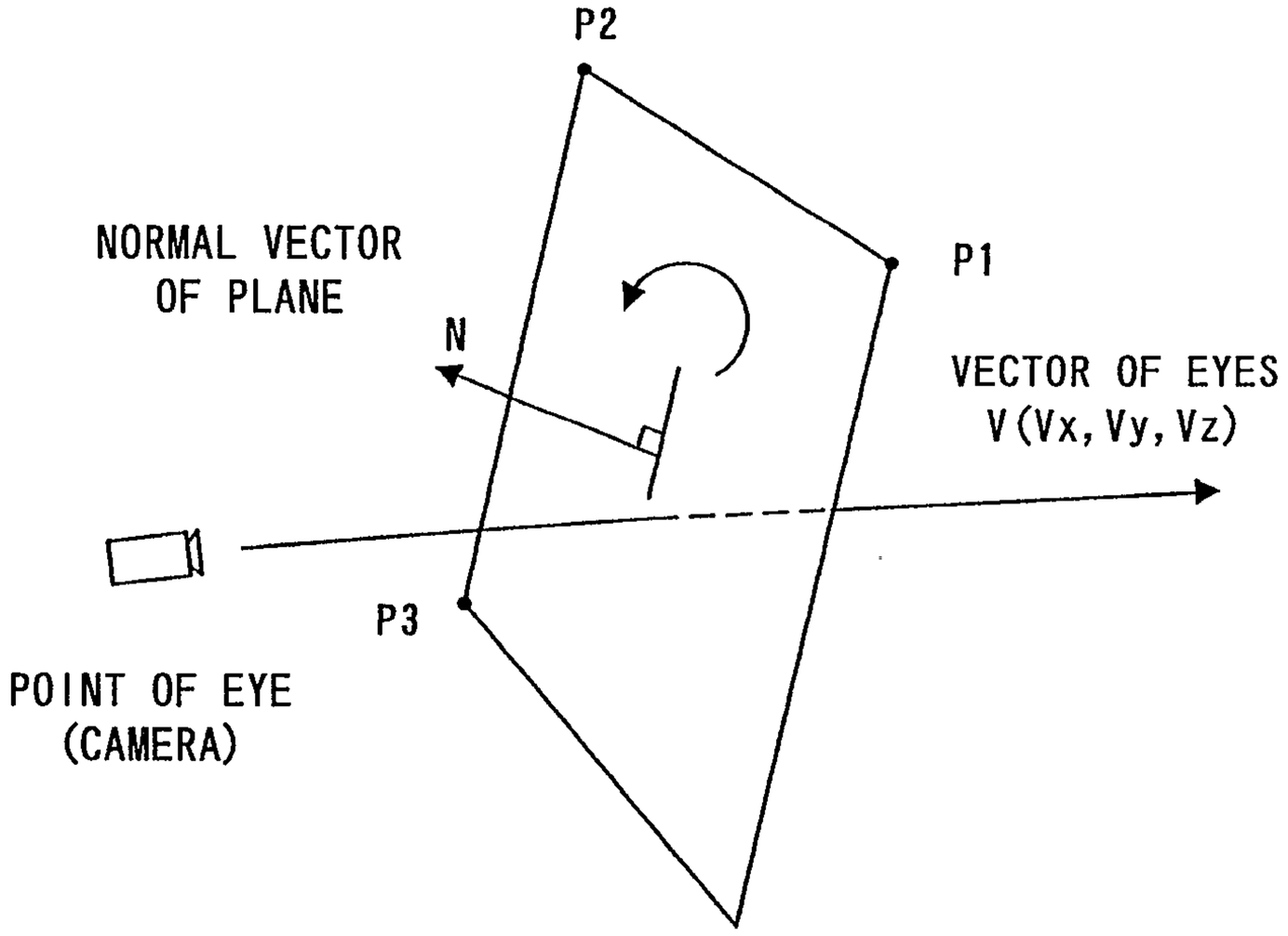
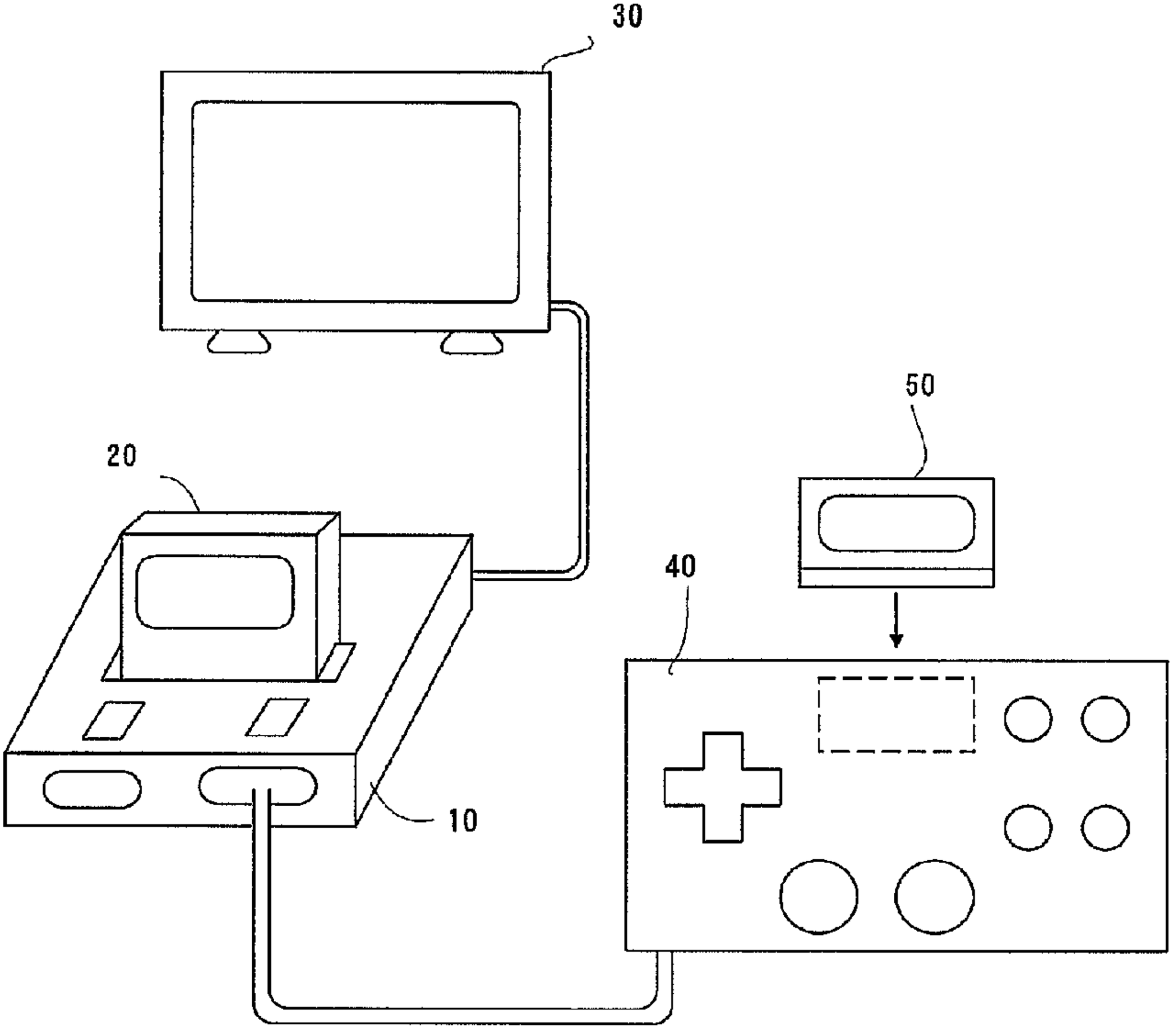


FIG. 29


P2
NORMAL VECTOR
OF PLANE
N
P1
VECTOR OF EYES
V(Vx, Vy, Vz)
P3
POINT OF EYE
(CAMERA)


30
20
50
40
10