Monitor OSD Engine

1. Overview
   1. Definition
   2. Features

多窗口管理

多个绘图单元管理

字体管理

Frame based 以窗口为单位的动画处理

绘图模型

* 1. Design consideration
     1. 尽量少的内存占用
  2. Data path

1. Ingredient Management
   1. Bitmap
   2. Glyph
   3. Sketch
      1. Rectangle
      2. Line
      3. Circle
      4. Oval
      5. Polygon
2. Window Management
   1. Position
   2. Angel
   3. Palette
   4. Border
   5. Shadow
3. Animation Effect
   1. Move
   2. Rotate
   3. Alpha(Fade in/out)
   4. Matrix transformation
   5. Window key