Raster Scan Display

Scan Line

Horizontal Retrace

Vertical Retrace
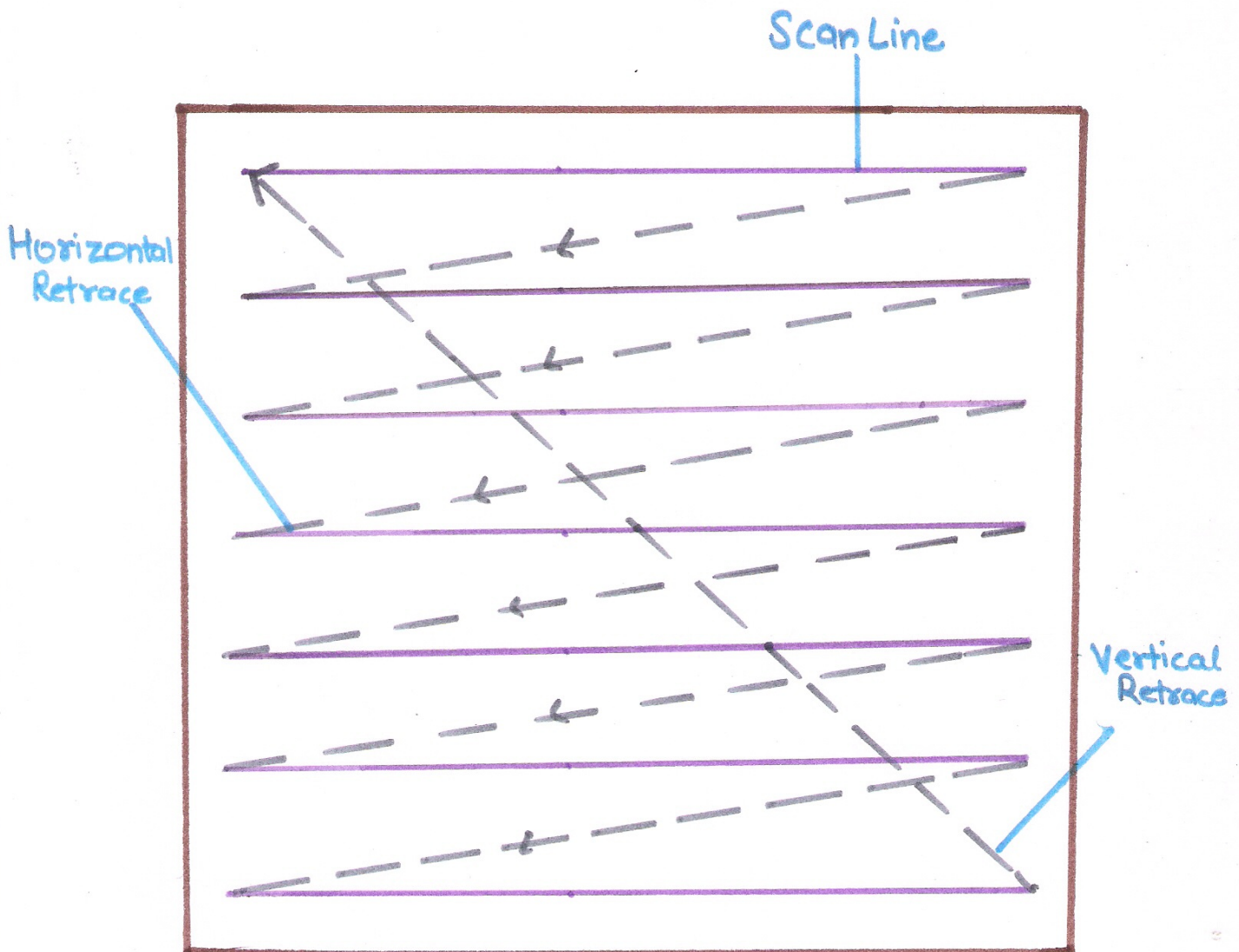
In this Video Controller reads refresh buffer and produces the actual image.

In this Scanning is done one line at a time, from to top to bottom and then back to the top.

The horizontal and vertical deflection signals are generated to move the beam all over the Screen.
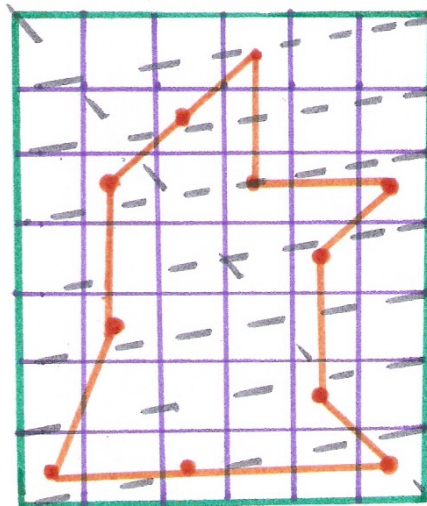
When beam moved from left to right, it is ON. and beam is Off when move from Right to left.

When the beam reaches the bottom of the Screen, it is made OFF and rapidly retraced back to the top left to Start again.

Each point on the Screen is Called PIXEL. For the black and white System, each pixel Can be represented by One bit.

Ie 1 for white and 0 for black. In this Frame buffer is commonly Called a BITMAP

The System with multiple bits per pixel, the Frame buffer is referred as PIXMAP.