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(54) **METHOD AND TERMINAL FOR IMPLEMENTING DISPLAY CACHE**

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(57) **ABSTRACT**

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The embodiment of the disclosure discloses a method and terminal for implementing display cache, which comprise storing, in memory, texts to be displayed as text component objects; creating a cache image object with a same size as a stored text component when displaying the text component on a screen. In the solution of display cache according to the embodiment of the disclosure, cache images are only created for text regions. Memory that would be occupied by creating cache images for non-text regions, can be saved, which offers the cache images a smaller area and a less memory occupation. By means of the solution according to the embodiment of the disclosure, a lot of running memory can be saved for programs and memory requirements of a lot of product characteristics can be met, without affecting fast display.

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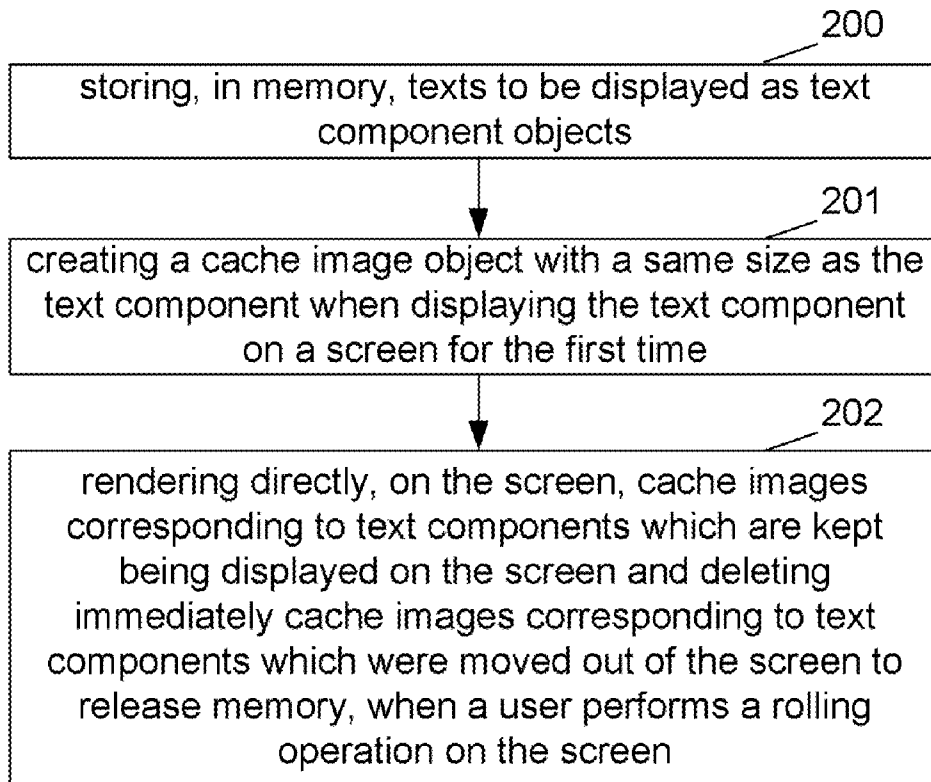


Fig. 1

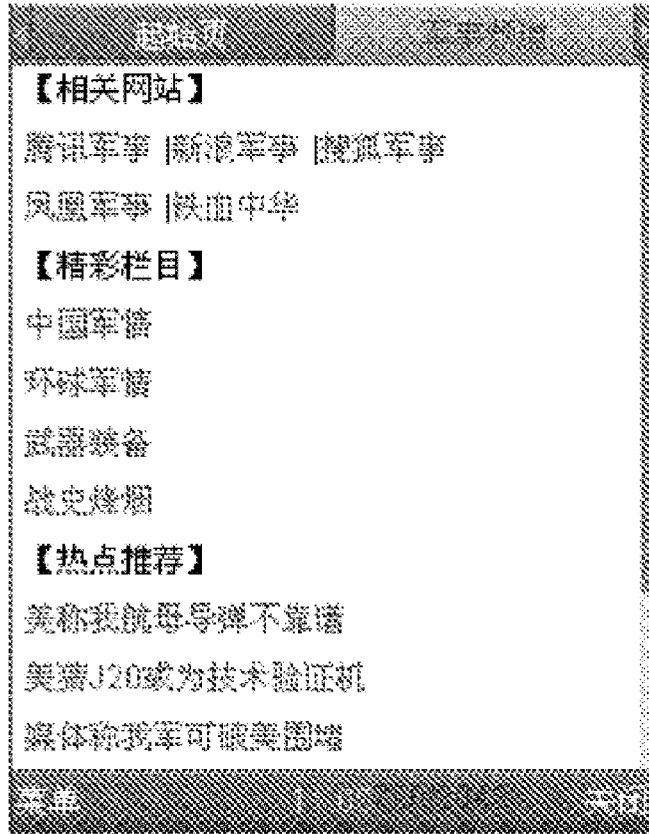


Fig. 2

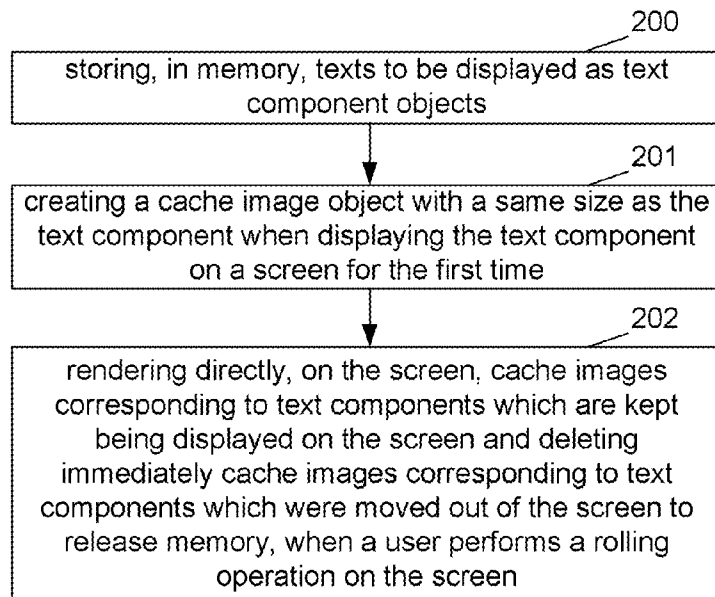


Fig. 3

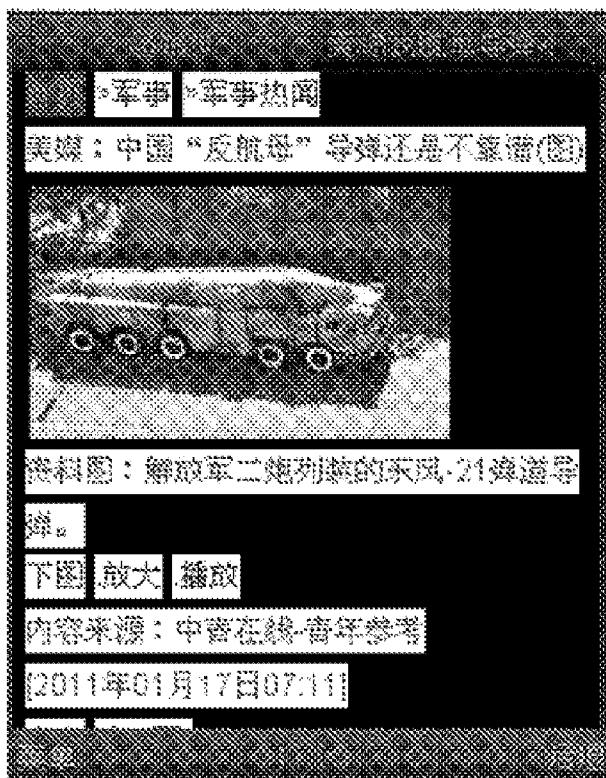
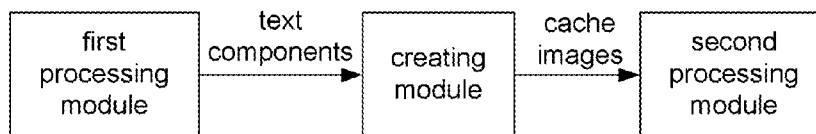


Fig. 4



METHOD AND TERMINAL FOR IMPLEMENTING DISPLAY CACHE

CROSS REFERENCE TO RELATED APPLICATIONS

[0001] This is a continuation application of International Patent Application No.: PCT/CN2012/077911, filed on Jun. 29, 2012, which claims priority to Chinese Patent Application No.: 2011102455012 filed on Aug. 25, 2011, the disclosure of which is incorporated by reference herein in its entirety.

TECHNICAL FIELD

[0002] This disclosure generally relates to mobile terminal information browsing technologies, and more particularly, to a method and terminal for implementing display cache.

BACKGROUND

[0003] As known to all, for mobile terminals like mobile phones, rendering texts is less efficient than rendering images. Application developers thus usually incline to render texts on an image first and then render the image on a screen, to enhance the speed of displays and provide a smooth browsing experience,

[0004] FIG. 1 shows a complete image used in screen display cache, which comprises both text and image information.

[0005] Conventional screen display cache often requires creating a cache image with a same (or even larger) size of a screen. Creation of cache images certainly occupies memory. In mobile phones with low screen rendering efficiency, as NOKIA S40, Sony Ericsson, domestic mobile phones and the like with JAVA platform, the existing method for implementing screen display cache needs a lot of memory. Taking a 24-bit color mobile phone screen with a size of 240×320 as an example, the occupied memory is about over 300K. Considering KJAVA mobile phones have generally a very limited running memory measured in units of K, 2M of memory is already a relatively high configuration. But in order to realize fast display, an additional running memory of 300K has to be occupied. Consequently, memory can be reserved for programs, becomes smaller definitely and developments are limited. As a result, no more product requirements can be added into programs. It is very unfavorable for the development of mobile terminals.

SUMMARY

[0006] In view of the above, embodiments of the disclosure aim to provide a method and terminal for implementing display cache, which can reduce the size of cache images and save memory.

[0007] To solve these technical problems above, the embodiments of the disclosure provide:

[0008] A method for implementing display cache, comprising:

[0009] storing, in memory, texts to be displayed as text component objects; and

[0010] creating a cache image object with a same size as a stored text component when displaying the text component on a screen.

[0011] When a user performs a rolling operation on the screen, for a text component which is kept being displayed on

the screen, the method further comprises: rendering directly, on the screen, the cache image corresponding to the text component.

[0012] When a user performs a rolling operation on the screen, for a text component which was moved out of the screen, the method further comprises: deleting immediately the cache image corresponding to the text component.

[0013] The text components stored as text component objects, each is defined with attributes of its size and cache image.

[0014] The attributes comprise: width and height representing the size as well as cache image.

[0015] Creating a cache image object with a same size as a text component comprises: creating a blank image with a same size as a text component, and rendering texts on the blank image to obtain a cache image object.

[0016] A terminal for implementing display cache, comprising a screen, and further comprising a first processing module and a creating module, wherein

[0017] the first processing module is configured to store, in memory, texts to be displayed as text component objects; and

[0018] the creating module is configured to create a cache image object with a same size as a stored text component when displaying the text component on the screen.

[0019] The terminal further comprises a second processing module, configured to render directly, on the screen, the cache image corresponding to a text component which is kept being displayed on the screen, when a user performs a rolling operation on the screen.

[0020] The second processing module is further configured to delete the cache image corresponding to a text component which was moved out of the screen, when the user performs the rolling operation on the screen.

[0021] In the above solution, the text components stored as text component objects, each is defined with attributes of its size and cache image.

[0022] In the above solution, the attributes comprise: width and height representing size and cache image.

[0023] It can be seen, from the technical solution provided by the embodiment of the disclosure above, that texts to be displayed are stored in memory as text component objects, and when displaying a stored text component on a screen, a cache image object with a same size as the text component is created. In the method for implementing display cache according to the embodiment of the disclosure, cache images are only created for text regions. Memory that would be occupied by creating cache images for non-text regions, can be saved, which offers the cache images a smaller area and a less memory occupation. By means of the method according to the embodiment of the disclosure, a lot of running memory can be saved for programs and memory requirements of a lot of product characteristics can be met, without affecting fast display.

BRIEF DESCRIPTION OF THE DRAWINGS

[0024] FIG. 1 is a schematic diagram of an image used in an existing screen display cache;

[0025] FIG. 2 is a flow schematic diagram of a method for implementing display cache according to an embodiment of the disclosure;

[0026] FIG. 3 is a schematic diagram of an image used in display cache according to an embodiment of the disclosure; and

[0027] FIG. 4 shows a structural schematic diagram of a structure of a terminal for implementing display cache according to an embodiment of the disclosure.

DETAILED DESCRIPTION

[0028] FIG. 2 is a flow schematic diagram of a method for implementing display cache according to an embodiment of the disclosure. As shown in FIG. 2, the method comprises:

[0029] Step 200: storing, in memory, texts to be displayed as text component objects.

[0030] The texts to be displayed, as shown in the reversed regions of FIG. 3, can be determined by analyzing Hypertext Markup Language (HTML) of a webpage.

[0031] In this step, the text components each is defined with attributes of its size (including width and height), cache image and the like.

[0032] As shown in FIG. 3, in the method according to the embodiment of the disclosure, for information needs to be displayed on a screen, cache images are only created for reversed text regions.

[0033] Step 201: creating a cache image object with a same size as a stored text component when displaying the text component on a screen for the first time, and storing the created cache image object as one attribute of the text component.

[0034] When a stored text component needs to be displayed, a blank image with a same size as the text component may be created and corresponding texts may be rendered on the blank image to obtain a cache image object.

[0035] In the method according to the embodiment of the disclosure, a plurality of smaller cache images are displayed on where corresponding texts are supposed to be displayed, rather than just using one large-size complete cache image, as in the prior art.

[0036] In the method for implementing display cache according to the embodiment of the disclosure, cache images are only created for text regions. Memory that would be occupied by creating cache images for non-text regions, can be saved, which offers the cache images a smaller area and a less memory occupation. In an example, for the image including webpage contents shown in FIG. 3, as a complete image to be displayed on a screen, a corresponding complete cache image would have to be created, according to the existing technologies. While in the method according to the embodiment of the disclosure, there is no longer need to create such a complete cache image for the complete image but rather to create cache images only for the text regions, causing a reduction in the overall area of cache images and a less memory occupation.

[0037] The method according to the embodiment of the disclosure can further comprise:

[0038] Step 202: rendering directly, on the screen, cache images corresponding to text components which are kept being displayed on the screen and deleting immediately cache images corresponding to text components which were moved out of the screen to release memory, when a user performs a rolling operation on the screen.

[0039] In this step, determining whether a text component is displayed on the screen or was moved out of the screen belongs to conventional technical means of those skilled in the art, and is not repeated here.

[0040] By means of the method according to the embodiment of the disclosure, a lot of running memory can be saved for programs and memory requirements of a lot of product

characteristics can be met, without affecting fast display. Taking a 24-bit color mobile phone screen of 240x320 as an example, now, memory occupation of display cache can be reduced from 300K to 100-150K. In the method according to the embodiment of the disclosure, creating cache images for only 50-60 percent (or even less) of the screen is sufficient to implement display cache, which reduces memory occupation.

[0041] Based on the method according to the embodiment of the disclosure, it also provides a terminal for implementing display cache and comprising a screen. As shown in FIG. 4, the terminal at least further comprises a first processing module and a creating module, wherein,

[0042] the first processing module is configured to store, in memory, texts to be displayed as text component objects;

[0043] the creating module is configured to create a cache image object with a same size as a stored text component when displaying the text component on a screen for the first time.

[0044] Further, the terminal according to the embodiment of the disclosure can further comprise a second processing module configured to render directly, on the screen, cache images corresponding to text components which are kept being displayed on the screen and deleting cache images corresponding to text components which were moved out of the screen to release memory, when a user performs a rolling operation on the screen.

[0045] What is stated above is only the preferred embodiment of the disclosure and not intended to limit the scope of protection of the disclosure, and any modifications, equivalent replacements, improvements and the like within the spirit and principle of the disclosure shall fall within the scope of protection of the disclosure.

- 1. A method for implementing display cache, comprising: storing, in memory, texts to be displayed as text component objects; and creating a cache image object with a same size as a stored text component when displaying the text component on a screen.

- 2. The method according to claim 1, wherein when a user performs a rolling operation on the screen, for a text component which is kept being displayed on the screen, the method further comprises:

- rendering directly, on the screen, the cache image corresponding to the text component.

- 3. The method according to claim 1, wherein when a user performs a rolling operation on the screen, for a text component which was moved out of the screen, the method further comprises:

- deleting the cache image corresponding to the text component.

- 4. The method according to claim 1, wherein the text components stored as text component objects, each is defined with attributes of its size and cache image.

- 5. The method according to claim 4, wherein the attributes comprise: width and height representing the size as well as cache image.

- 6. The method according to claim 1, wherein creating a cache image object with a same size as a text component comprises:

- creating a blank image with a same size as a text component, and rendering texts on the blank image to obtain a cache image object.

7. A terminal for implementing display cache, comprising a screen, and further comprising a first processing module and a creating module, wherein

the first processing module is configured to store, in memory, texts to be displayed as text component objects; and

the creating module is configured to create a cache image object with a same size as a stored text component when displaying the text component on the screen.

8. The terminal according to claim 7, further comprising a second processing module, configured to render directly, on the screen, the cache image corresponding to a text component which is kept being displayed on the screen, when a user performs a rolling operation on the screen.

9. The terminal according to claim 8, wherein the second processing module is further configured to delete the cache image corresponding to a text component which was moved out of the screen, when the user performs the rolling operation on the screen.

10. The terminal according to claim 7, wherein the text components stored as text component objects, each is defined with attributes of its size and cache image.

11. The terminal according to claim 10, wherein the attributes comprise: width and height representing size and cache image.

12. The method according to claim 2, wherein the text components stored as text component objects, each is defined with attributes of its size and cache image.

13. The method according to claim 3, wherein the text components stored as text component objects, each is defined with attributes of its size and cache image.

14. The method according to claim 12, wherein the attributes comprise: width and height representing the size as well as cache image.

15. The method according to claim 13, wherein the attributes comprise: width and height representing the size as well as cache image.

16. The method according to claim 2, wherein creating a cache image object with a same size as a text component comprises:

creating a blank image with a same size as a text component, and rendering texts on the blank image to obtain a cache image object.

17. The method according to claim 3, wherein creating a cache image object with a same size as a text component comprises:

creating a blank image with a same size as a text component, and rendering texts on the blank image to obtain a cache image object.

18. The terminal according to claim 8, wherein the text components stored as text component objects, each is defined with attributes of its size and cache image.

19. The terminal according to claim 9, wherein the text components stored as text component objects, each is defined with attributes of its size and cache image.

20. The terminal according to claim 18, wherein the attributes comprise: width and height representing size and cache image.

21. The terminal according to claim 19, wherein the attributes comprise: width and height representing size and cache image.

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