

技術ノート KGTN 2013020601

現象

[GGH4.X-5.X] GG サーバのパラメタ **ClientProcessingBatch** の詳細について知りたい。

説明

ClientProcessingBatch = 0 の場合は、サーバはクライアントに対して描画命令を送信します。**ClientProcessingBatch** = 1 の場合は、サーバ側で「クライアント画面の描画効率を判断し」描画命令または画像データ（スクリーンスクレーピング）の何れかを送信します。描画命令を送信するケースでは、さまざまな描画上の最適化が行われるため、アプリケーションによってはこの最適化に馴染まず画面の乱れ等を引き起こすことがあります（主に一般的でない画面上の動作）。このような場合は、**ClientProcessingBatch** = 1 を適用することで、この画面の乱れを回避出来る可能性があります。より詳しい内容については、以下の GraphOn 社の説明をご覧ください。

[ClientProcessingBatch]

When **ClientProcessingBatch** is set to 0, the host updates the client's display by sending primitive drawing commands such as "draw rectangle", "draw line", "draw text,", etc... to the client. Alternatively, the host could simply wait and send an image with the final result of the drawing operations to the client. We refer to this latter approach as "screen scraping". It is usually much more efficient to update the client display using primitive drawing commands, but there are times when it is more efficient to "screen scraping".

When **ClientProcessingBatch** is set to 1, the host attempts to determine the most efficient means of updating the client display each time display data is sent from the host to the client. For example, if the host estimates that the bandwidth required to send an image of the modified area of the screen will be less than the bandwidth required to send all of the drawing commands that were used to modify the screen, the host will send the image instead of the drawing commands, i.e., it will "screen scrape".

The **ClientProcessingBatch** option is recommended for applications that display a lot of animations or video because it allows the host to skip frames and remain responsive to user input even when the application on the host is drawing a large number of images. When the **ClientProcessingBatch** option is enabled, however, minor display anomalies can occur when part of the screen is updated from the host's frame buffer (screen) and part is updated using drawing commands. Because of these anomalies, **ClientProcessingBatch** is set to 0 by default.

The Flash client is slower at processing graphics commands than the native client. Therefore, when the Flash client is used, it is more often the case that the screen scrape approach is more efficient. Therefore, there is a separate setting, **ClientProcessingBatchFlash**, that controls whether the option is enabled when the client is the Flash client.

補足

画像データ（スクリーンスクレーピング）のみを送信するような設定はありません（GraphOn 社に確認済）。