Abstract

This paper describes various display devices which are useful for avionics applications. It focuses the attention of cathode ray tube based displays which has distinct advantages in terms of better luminance, contrast ratio and the mature level of technology. Various writing methods have been studied which are chosen depending on application, contrast level required and on the amount of information to be written in one frame. A study on handshake mechanism between the symbol generator and the display system shows that its optimization can result in optimum amount of symbol writing and removal of retraces apart from avoidance of loss of the information due to lag of driver at the display system side.

References

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Study of Writing Methodologies for Graphical Display on Flat Cathode Ray Tube

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Index Terms

Computer Science
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Keywords
Symbology  Head Up Display (HUD)  CRT  Lissajous Pattern  Writing Speed