



# Advanced View Design EB GUIDE XAML Plugin

Discover the Experience

## EB GUIDE Studio meets XAML

EB GUIDE Studio is used to develop graphical user interfaces and speech dialog solutions for the automotive market. Microsoft Expression Blend™ is a design tool for the development of interactive user experiences using XAML (Extensible Application Markup Language), a general description language developed by Microsoft Corp. With the EB GUIDE XAML Plugin, EB GUIDE Studio can now be connected to Expression Blend. This means that complex HMIs developed with Expression Blend and XAML can now be easily specified and administered.

## EB GUIDE stands for

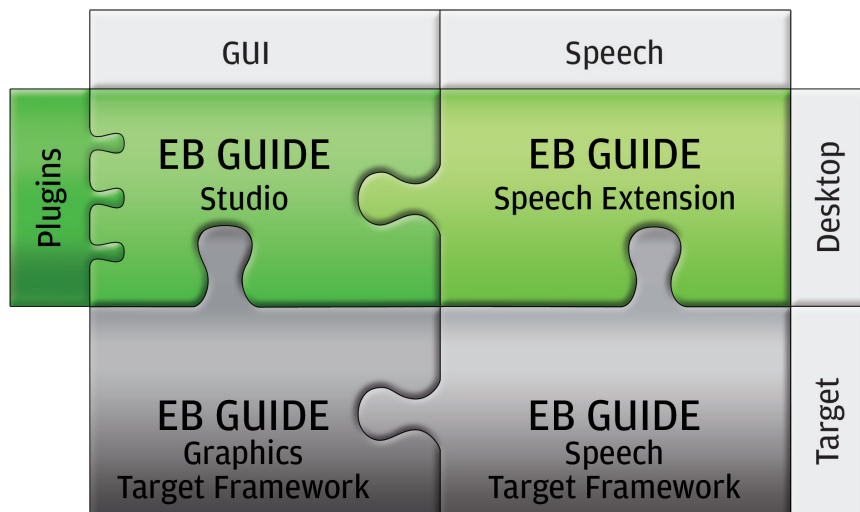
- ▶ HMI development for infotainment systems and instrument clusters
- ▶ Modeling and specification of multimodal operating concepts
- ▶ On-the-fly simulation of the HMI model on the PC
- ▶ Functional extensibility with additional plugins
- ▶ Automatic code generation for series production

## View design and state management

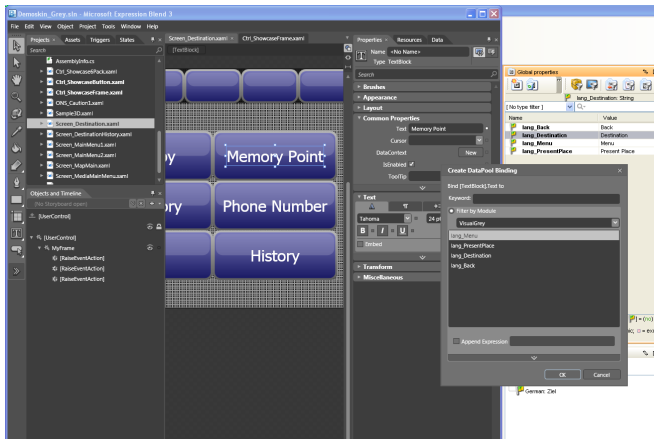
The new EB GUIDE XAML Plugin enables developers to import Expression Blend projects into EB GUIDE Studio. To achieve the best performance in design, specification and simulation, the EB GUIDE XAML Plugin provides a seamless integration and interaction of both tools. Graphical XAML elements from Expression Blend can easily be controlled by EB GUIDE Studio state charts.

The integration of the tools is bidirectional, that is, Expression Blend also has access to system data and events from EB GUIDE Studio. Besides view design and state machine management, the HMI model can be simulated by applying the EB GUIDE Studio state machine interpreter and a tool included with the Microsoft Auto HMI Toolkit State Management Feature Pack.

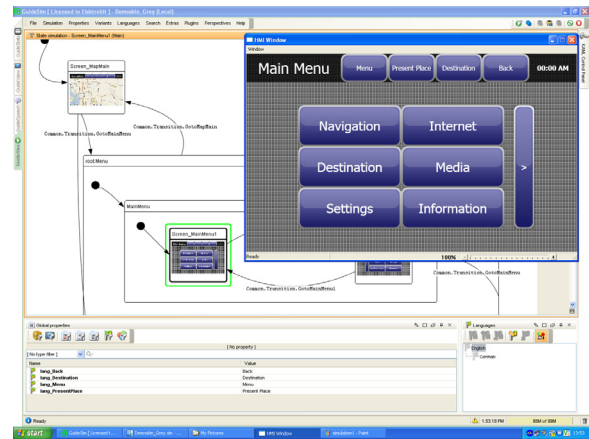
The EB GUIDE XAML Plugin enables a very early experience of design and system behavior allowing developers to validate both menu functions modeled by EB GUIDE Studio as well as the graphical elements designed by Expression Blend at a very early stage. Thus, the EB GUIDE XAML Plugin supports you in significantly cutting development time and costs.



# EB GUIDE XAML Plugin in detail



Data pool binding between **Microsoft Expression Blend™** and EB GUIDE Studio.



Preview of the XAML file located in a view and represented as a screenshot within the **EB GUIDE Studio** view and state editor and live as interactive view in the simulation.

## Design and specification

- ▶ Representation of the design editor by Microsoft Expression Blend™
- ▶ Representation of the state machine editor by EB GUIDE Studio
- ▶ Combination and interactive integration of both tool environments with the EB GUIDE XAML Plugin

## Integration and synchronization of XAML files

- ▶ Import of existing Microsoft Expression Blend™ solutions in EB GUIDE Studio
- ▶ Linking XAML files to views of corresponding EB GUIDE modules
- ▶ Manual trigger, automatic synchronization and consistency check between the Expression Blend solution and the EB GUIDE Studio project
- ▶ Automatic update and refresh of XAML files within EB GUIDE Studio's view editor
- ▶ Assigning XAML files as views to states within EB GUIDE Studio's state editor

## Documentation and simulation of HMI models

- ▶ Generation of project documentation, including information of XAML files
- ▶ Indication of XAML file comments within an annotation component referring to a certain view
- ▶ Experience the HMI model by building and running the Expression Blend solution within EB GUIDE Studio's simulation editor

## Required tool environment

- ▶ EB GUIDE Studio Version 4.2 (or higher)
- ▶ EB GUIDE XAML Plugin, GuidePlugin\_XAML.jar
- ▶ Microsoft Expression Blend™ 3
- ▶ Microsoft Visual Studio 2008 including SP1 and Visual C++ 2008
- ▶ Microsoft Auto HMI Toolkit State Management Feature Pack

## Enhancing EB GUIDE Studio with further plugins

- ▶ Photoshop Plugin:  
Import Adobe® Photoshop® files and use them in EB GUIDE Studio
- ▶ Flash Widget Plugin:  
Display Adobe® Flash® files in EB GUIDE Studio
- ▶ Connectivity Plugin:  
Connect EB GUIDE Studio to CanOE and PEAK USB-CAN adapters and simulate the model in a real vehicle environment
- ▶ SVN Plugin:  
Use Subversion (SVN) instead of CVS as versioning system for multi-user management of EB GUIDE Studio projects.

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