

## Next generation of HMI development

With EB GUIDE 5 you get a powerful tool chain for successful HMI product development, from modeling and specification, rapid prototyping and simulation to target deployment.

From version 5 onwards EB GUIDE Studio includes the EB GUIDE Graphics Target Framework (GTF) for Windows PCs. With this combination you can work and simulate on a desktop environment and later deploy the same model to the target using a platform specific GTF Runtime.

EB GUIDE 5 supports your HMI development process by providing the graphical elements directly in EB GUIDE Studio. Together with the new rendering concept this allows you to create HMIs with 3D content taken from Collada and enriched effects provided by OpenGL ES 2.0 shaders. Animation definition and powerful scripting enable you to quickly define complex interaction logic as it is common in game or web development.

Experience fast turnaround times in your daily work as EB GUIDE GTF 5 dynamically loads the HMI description during startup. Time consuming compilation after changes to the HMI is no longer necessary.

## Benefit from

- ▶ EB GUIDE GTF rendering directly in EB GUIDE Studio
- ▶ A unique combination of look, behavior and data of your HMI: view and state definition are combined in one tool and use the same data basis
- ▶ An open tool chain (using plug-ins you can expand EB GUIDE Studio functionality and even modify the HMI model to meet your needs)
- ▶ A flexible rendering concept which enables you to exploit hardware acceleration
- ▶ Internationalization, skins and build variants which support your development process

## Features

- ▶ Real WYSIWYG by using the same widgets in EB GUIDE Studio as on the target platform
- ▶ Same state machine in the simulation as on the target platform
- ▶ Reconfiguration of HMI dynamically during start-up time due to dynamic allocation at boot time
- ▶ Support of animations and effects
- ▶ Customizable EB GUIDE GtfRenderer
- ▶ Combination of widgets to “WidgetTemplates”, since version 5.2 of EB GUIDE with import/export
- ▶ Built-in scripting language
- ▶ Add functionality to widgets by using widget features
- ▶ Definition of focus policy, creation of dynamic layouts and configuration of layering directly in EB GUIDE Studio
- ▶ GtfMonitor for debugging and testing your HMI on a model level instead of debugging code or XML
- ▶ Import of 3D elements from existing 3D tools
- ▶ Additional Photoshop Plugin imports graphics from Adobe Photoshop and creates EB GUIDE templates out of it

## Technical details - EB GUIDE GTF 5.x

- ▶ 2D renderer
- ▶ 3D renderer based on OpenGL ES 2.0
- ▶ Supported OS: Win32, Windows Embedded CE 5.0, Linux, QNX, more coming soon
- ▶ Freescale i.MX53 with OpenGL ES 2.0 and Linux supported out-of-the-box for evaluation

