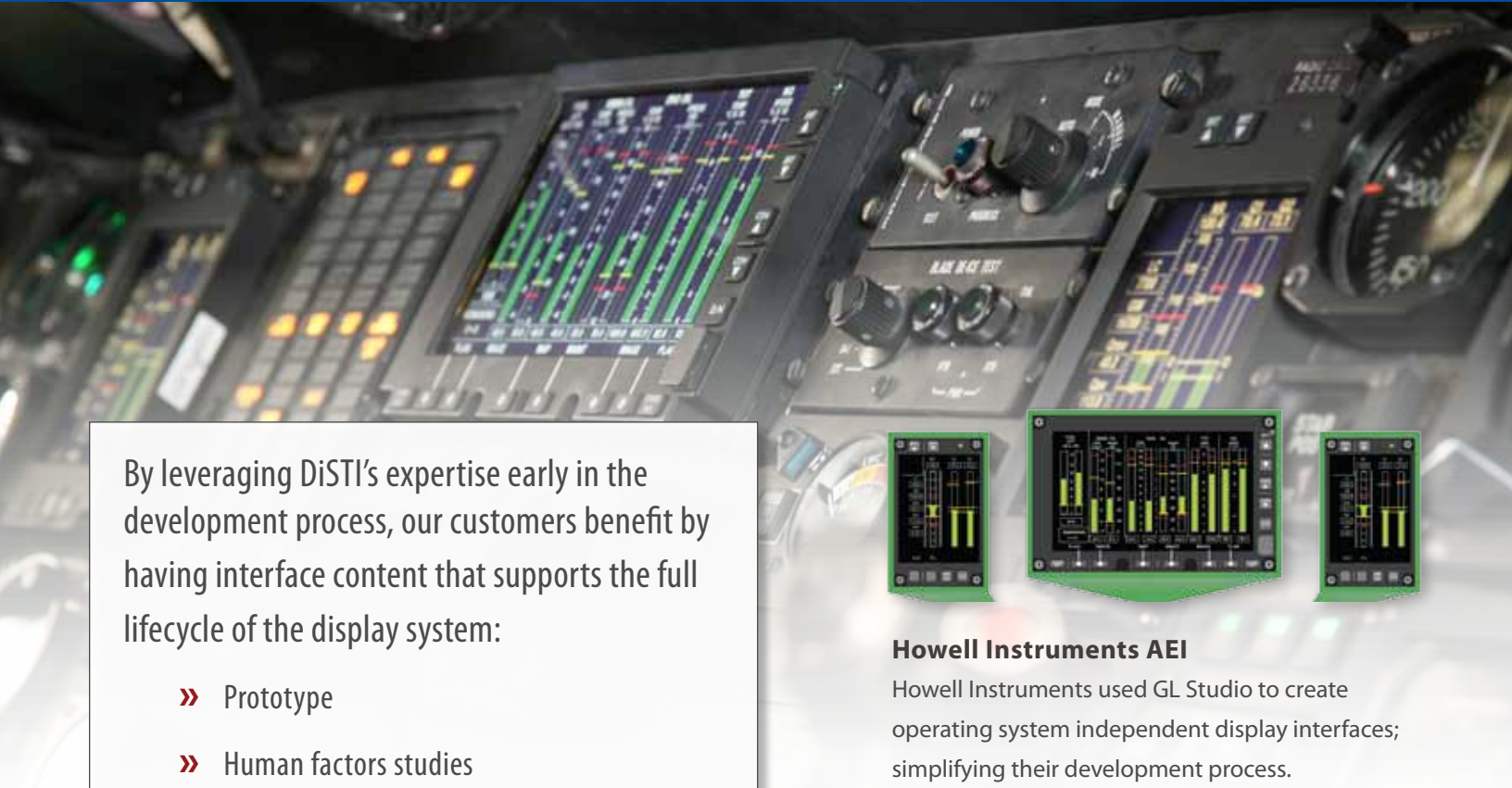


Embedded **Systems**

The rapid development and deployment of embedded and safety critical Human Machine Interface (HMI) content is critical in today's dynamic marketplace. The safety critical embedded code generation capability of GL Studio streamlines the development of these displays.



***EMPOWERING the
Human Machine Interface***



By leveraging DiSTI's expertise early in the development process, our customers benefit by having interface content that supports the full lifecycle of the display system:

- » Prototype
- » Human factors studies
- » Train
- » Deploy



Howell Instruments AEI

Howell Instruments used GL Studio to create operating system independent display interfaces; simplifying their development process.

Safety Critical Embedded C++ Code Generator

The GL Studio Embedded C++ Code Generator writes Embedded C++ that conforms to the WP-AM-003 standard. This standard is published by the Association for Computing Machinery (ACM) Special Interest Group on Programming Languages (SIGPLAN) and specifies the subset of the C++ language for use in embedded and safety critical systems.



Certifiable Avionics Displays

The GL Studio SCEC++ runtime libraries are designed to meet DO-178B and ED12B Level A specifications. DiSTI offers an FAA DER designed and verified Certification Kit, to aid customers in certifying their libraries.

GL Studio's SCEC++ Runtime Libraries Support Both Embedded and Safety Critical Embedded

Supported Platforms		Supported OpenGL Drivers	
» Wind River VxWorks®	» Linux	» ALT Software	
» Greenhills Integrity	» Windows	» Seaweed Systems	
» LynxOS®		» Standard OpenGL	

Safety Critical Embedded C++ Runtime Library

The GL Studio SCEC++ runtime library provides an unrivaled solution for portability of high-fidelity interactive 2D and 3D display content. With a compact memory footprint, strict operating system abstraction, efficient rendering capabilities, and expandable support to allow use of custom OpenGL shaders; GL Studio's SCEC++ runtime libraries deliver an extremely optimized and portable embedded solution for executing digital human machine interfaces.

Recently, the availability of OpenGL ES v1.1 and v2.0 support for the SCEC++ runtime library was announced. This new expansion of capability enables users to rapidly target compliant hardware display systems with industry leading interface graphic designs.

Support for Apple iDevices

With OpenGL ES v1.1 and v2.0 support, DiSTI offers iPod Touch, iPhone and iPad (iDevices) support for GL Studio's SCEC++ runtime library. This expansion furthers the usability of interface content beyond a developer's initial conceptions. Various industries will have the opportunity to use this capability in multiple ways:

- » Simulation & Training – hand held Instructor Operator Stations (IOS)
- » Unmanned Vehicle – portable ground station repeaters
- » Medical – remote patient monitoring
- » Power Generation – portable plant diagnostics
- » Aviation – low cost electronic kneeboards



Medical Devices

GL Studio's SCEC++ is being utilized by a global medical equipment manufacturer in the development of a revolutionary user interface.



Apple iDevices

Seamlessly port GL Studio content into Apple iDevices through the SCEC++ runtime libraries.





Get Embedded

DiSTI's Embedded display solutions, characterized by flexibility and efficiency, ensure scalable success on any embedded project.



Empowering the Human Machine Interface

DiSTI's SCEC++ Runtime Libraries
Are Compatible with Apple's iDevices



See new videos and demonstrations
at www.disticom/videos



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