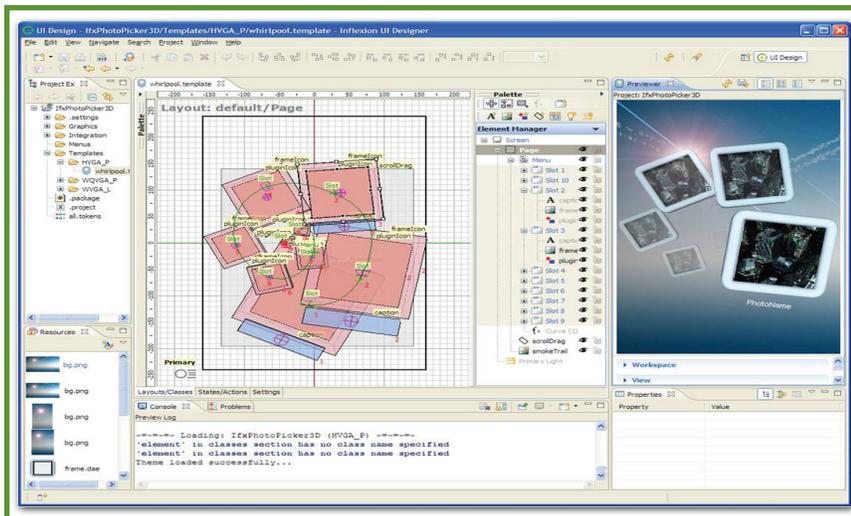


Mentor Embedded Inflexion UI Solutions

D A T A S H E E T



Inflexion UI Express – Compelling UIs through a basic drag-and-drop approach.

Rapidly create stunning user interfaces

Mentor® Embedded Inflexion™ UI enables users to create compelling and visually rich user interfaces (UIs) with significantly reduced effort; allowing users to meet the UI demands of today's embedded devices. From highly animated and visually rich 3D UIs for Android- or Linux®-based consumer devices, to Linux- or RTOS-based industrial controllers, Inflexion UI solves many of today's more demanding UI implementation problems.

Inflexion UI comprises Inflexion UI Express and Inflexion UI Runtime – offering out-of-the-box support for Android, Linux, and Nucleus® RTOS.

Inflexion UI Express is the PC tool used to implement the UI through a drag-and-drop approach. No coding is required for the UI element of the application. As a result, software engineers are free to concentrate on implementing the underlying application logic.

The output of Inflexion UI Express is an XML description of the UI along with graphic resources. These are used by Inflexion UI Runtime to display the UI on the device. Inflexion UI Runtime can use its own built-in 2D or 2.5D software rendering or, where available, it can use the device's OpenGL/ES hardware graphics engine for 2D, 2.5D, or full 3D effects.

Meeting the UI demands of today with reduced implementation effort

End-user expectations and the competitive pressures placed on device manufacturers result in the need to create highly differentiated and compelling UIs. This can often turn problematic for device

Product Features:

Small, efficient UI Engine

Ideally suited for all embedded devices

3D and animation effects

Optimized full 3D or 3D effects with animation, without additional hardware or software

UI Express tool

Create, customize, and test UIs in a fraction of the typical effort without the need to write software

Rendering services

Exploiting the graphics accelerated hardware, zoom and scale images to any size, Alpha blending, transparency

OpenGL/ES support

UI Engine supports OpenGL/ES 1.1 and 2.0, taking advantage of available software and hardware acceleration

Additional standards support

Supports COLLADA™ from the Khronos Group, an open standard for 3D models

Product Benefits:

Rapid creation, customization, and testing of Android GUIs

Deliver more compelling, more usable UIs in less time with a simple drag and drop tool

Significant cost savings

Less time is needed to develop and customize UIs; codeless customization capabilities enable differentiation with minimal effort

Customize the UI without coding

Radically rebrand existing Inflexion apps without software changes

Mitigate development risks

No coding is required to create the UI part of the application – software bugs are not introduced into the UI, resulting in significantly reduced project risks

manufacturers as traditional UI tools are often not up to the task of meeting today's demands (whether the platform is based on Android, Linux, or an RTOS). This means that manufacturers will have to create the UI by hand coding the software, which places a huge burden on the manufacturer both in terms of project timescales (project overruns or reduced UI functionality) and in expensive software engineering effort. Inflexion UI Express solves this problem – allowing state-of-the-art UIs to be created in a fraction of the time when compared to software coding.

In addition, by providing high-level tools, Inflexion UI allows manufacturers to maximize their hardware without having to understand low-level graphics – be it OpenGL/ES hardware acceleration or low-level software rendering.

Inflexion UI for Android-based devices

One of the key requirements for Android device manufacturers is to be able to differentiate the standard Android software – to offer a UI that is more compelling to their end-customers and, at the same time, takes advantage of a typically larger touch-screen; and for non-mobile devices, offers a UI that is significantly different from the standard Android phone-oriented UI.

Inflexion UI for Android-based devices is ideally suited to address all types of devices, providing OEMs with the ability to quickly differentiate their devices and offer their end-customers a highly functional and compelling user experience.

Because Inflexion integrates well with Android, OEMs can quickly create their own 3D home screen, activities,

or applications. Inflexion enhances Android functionality – it does not change Android. Google compatibility is not compromised, all standard applications run as normal.

Inflexion UI Runtime

Inflexion UI Runtime comprises the core Inflexion UI engine along with a variety of tools and modules. This includes a small, highly efficient, embedded run-time library that consumes designs exported from Inflexion UI Express; controlling the look, feel, functionality, and flow of the target application. UI Runtime contains a powerful porting layer making it available across a wide range of hardware and software platforms. Out-of-the-box support for 3D animation effects (spinning, flipping, tilting, and twisting), with or without hardware

acceleration, is also available, making UI Runtime ideally suited to delivering high-end customer experiences even on low-end hardware.

More about Mentor Embedded

The Mentor Graphics Embedded Software Division (ESD) comprises the Mentor Embedded family of

products and services, including embedded software IP, tools, and professional consultant services to assist developers and silicon partners optimize their products for design and cost efficiency. Mentor Embedded continues to lead the industry with involvement in the open source community (Linux, Android, and MeeGo) and in innovations such as Android beyond mobile handsets, advanced 2D and 3D UI development, and multi-OS on multicore architectures.



Create animated UIs in a fraction of the time.

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