HUMAN-MACHINE INTERFACE \

VAPS XT 4.1

SMART TOOLS FOR INTERACTIVE DISPLAY DEVELOPMENT

ACCELERATE MULTI-TOUCH COCKPIT DISPLAY DEVELOPMENT

NEW in VAPS XT 4.1

VAPS XT 4.1 is a major update with new multi-touch and gesture capabilities and other functionality added to the development environment so developers can create more modern and advanced user interfaces at a reduced level of risk.

- Quickly build and test new multi-touch concepts. Simply Drag and drop.
- Enhanced porting environment for faster and easier ports to a wide range of platforms.
- Identify problems early in development with tools to test and validate applications.
- Easier integration of mapping capabilities with a new open digital map interface.

VAPS XT offers HMI designers, systems engineers and embedded engineers maximum control and flexibility for creating interactive real-time graphical displays for avionics and other safety-critical embedded applications.

VAPS XT is a complete DO-178 qualifiable, object-oriented avionics software tool which is used for both ARINC 661 and non-ARINC 661 display development. VAPS XT is an advanced software tool offering true creative freedom and limitless design possibilities. With an open development environment and integrated logic capabilities, VAPS XT provides the essential features for the design and deployment of certifiable cockpit displays. VAPS XT provides a single toolset supporting all phases of development from initial concept to embedded deployment.

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VAPS XT 4.1

QUICKLY IDENTIFY BOTTLENECKS AND TUNE YOUR APPLICATION

Benefit from performance optimization tools that enable you to visually profile your application to quickly identify problem areas early in the development phase.

- Simply and quickly identify processes that are consuming resources.
- Quickly tune your application based on real-time process data.
- Visually profile applications as they run to identify problems faster and earlier.
- Supports early development phase testing, with no need for hardware connections, reducing the need for debuggers and performance testing routines.

QUICKLY BUILD AND TEST NEW MULTI-TOUCH CONCEPTS

Create and test concepts that no one has seen before with a Multi-touch and Gesture based development framework formulated through close collaboration with major airframe manufacturers.

- Double your productivity: Quickly build and test new cockpit interactions and reduce the need for re-design in the later development stages
- Quickly get started with a library of pre-defined gestures that drastically reduces the amount of hand coding required. Swipe, tap, zoom, pinch, and more.
- Provides capability to handle up to 10 multiple point inputs and have easy to use gesture recognizers from the palette.
- Complete platform independence – deploy to multiple platforms including iPad/ iPod, Raspberry PI, Linux Ubuntu, and embedded hardware.

EASILY DEPLOY YOUR APPLICATIONS ON MULTIPLE PLATFORMS

Expanded deployment environment lets you deploy and test your applications quickly across a range of deployment environments.

- Quickly demo and prototype multi-touch capabilities on different platforms- port to commonly-used environments out of the box, including Linux, Windows, iOS, Android and Raspberry Pi.
- New more modular porting layer maximizes reuse of code across different embedded hardware platforms which cuts recertification time and costs.
- Allows you to do early stage testing on the platforms\hardware that you are actually going to use or are evaluating for use on an aircraft.
- Faster and easier to mix and match graphics hardware, operating system, or drivers with much less coding.
- Easily validate the flexibility of the new porting environment with included sample ports to different hardware platforms.

FAST, SIMPLE INTEGRATION OF MAPPING SOFTWARE

Add new map applications to your display via an open framework that simplifies and speeds up the integration of mapping software to a display.

- Fast integration into a displayusing a standard method to add new mapping engine.
- Add mapping capabilityto your display is easy – just drag and drop. Full control over map location, area, layer types, and draw order.
- Easy setup and configuration with a common editor for different mapping engines
- Includes sample mapping engine to get you started or easily add your own mapping engine.
- Save time with no design rebuild required in order to support different mapping engines.

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