
Subject: embeded system

Posted by [brown](#) on Fri, 10 Jul 2015 09:38:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi & welcome !

Iam working with upp ide several years ago on desktop windows/linux enviroments.

Iam glad to inform you, I have some successfull babysteps on usage of the same .lay file in my embeded eviroment.

(so my small ctr, and several CtrlLib widget architecture use similar interace, but the any other compatibility was not a goal)

This implementation is running on xmos controllers natively (ram: n*64k), and it is actually fits one tile with the lcd and sdram codes.

Actually(+1year) iam looking for help :) to design and develop something which is reusable for others, or convergates to the reusable requirements/concepts.

Subject: Re: embeded system

Posted by [mirek](#) on Fri, 10 Jul 2015 13:40:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

brown wrote on Fri, 10 July 2015 11:38Hi & welcome !

Iam working with upp ide several years ago on desktop windows/linux enviroments.

Iam glad to inform you, I have some successfull babysteps on usage of the same .lay file in my embeded eviroment.

(so my small ctr, and several CtrlLib widget architecture use similar interace, but the any other compatibility was not a goal)

This implementation is running on xmos controllers natively (ram: n*64k), and it is actually fits one tile with the lcd and sdram codes.

Actually(+1year) iam looking for help :) to design and develop something which is reusable for others, or convergates to the reusable requirements/concepts.

That's nice. I always suspected Layout designer could be useful outside U++ libraries concepts...

Subject: Re: embeded system

Posted by [Mindtraveller](#) on Thu, 23 Jul 2015 12:30:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cool!

Making small video or maybe photo on your seccussful U++ implementation may be very inspiring for community...

Subject: Re: embeded system

Posted by [brown](#) on Thu, 23 Jul 2015 20:50:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yep, I am focusing on a hw level issue at this moment, after that I would like to take cares on the first release, by reorganising the codes a little bit, and of course some pictures or video would be nice to have. This one made at the first working moment. Actually there is some lil more progression on the frames, labels look&feel too. Here can be seen a layout in the editor on pc side and the embeded version can be seen on the lcd too. Ah yes, this "gui" is not based on any windows or linux codes. It is written from the scratch. Therefore, It is looks as it looks. Later I will working on the view/controller side of the visualization layer a bit, to have a nicer look&feel... This hw here is a modular xmos developer platform. (typically used before the first prototype ready to go)

File Attachments

1) [PIC_0368.JPG](#), downloaded 663 times
