

MUSE™ Glass Builder™

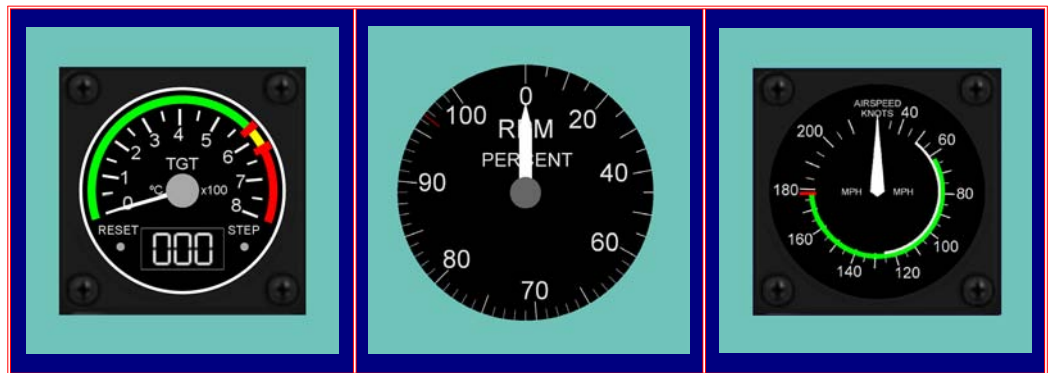
FEATURES

- Has an Easy-to-Use Graphical User Interface which Includes Built-In WYSIWYG Editing Tools
- Automatically Generates OSG Code as You Define the Model
- Writes Calibration Data to an XML File
- Runs in the Linux® Environment

BENEFITS

- Drastically Reduces Model Development Time – You Can Create Glass Instruments in Minutes!
- Minimizes the Learning Curve for Glass Gauge and Instrument Creation!

The MUSE™ Glass Builder™ provides an easy-to-use Graphical User Interface (GUI) that allows you to create and edit 2-D and 3-D models. With this drawing tool, you can rapidly prototype or create final versions of “glass” instruments and gauges used in simulation environments. The Glass Builder™ not only creates the graphical model but also generates the corresponding source code in OpenSceneGraph (.osg) format. The resultant model can be used by any number of programming applications!

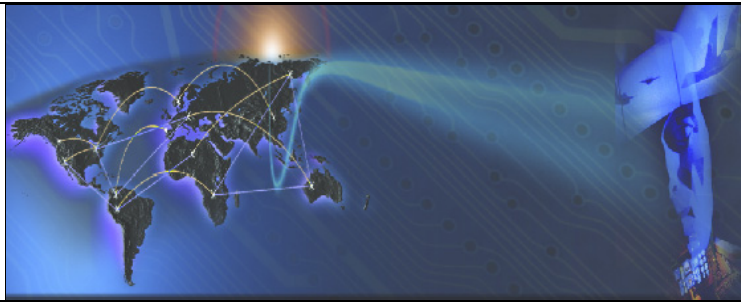


Characteristics

The Glass Builder™ allows you to control the following graphical characteristics:

- **Shape** – You can create your own shapes or use the built-in OSG ShapeDrawables as objects for the base or components of your model. You also can take advantage of OSG’s shape primitives such as line loops, points, strips, fans, and adjacency when creating new shapes. In addition, you can use digital photographs of gauges and instruments as base objects, and overlay them with Glass Builder™ components.
- **Color, Texture, and Other Features** – You can specify your own colors and opacity levels or choose from a wide variety of pre-defined colors or color palettes. You also can apply textures and use graphical features such as tessellation and stippling.
- **Size** – You can define the size of components such as objects, line widths, tick marks, etc.
- **Layering** – You can move specific components forward or backward within your file, thereby creating layers and/or three-dimensional models.
- **Text Formatting and Positioning** – You can use any True Type font and specify the character size and/or font color (base, gradient, shadow, or outline). You also can position text via specific coordinates, relative positions, or drag-and-drop.
- **Grouping** – You can group various sub-components so that you can later work with them as if they were a single object.

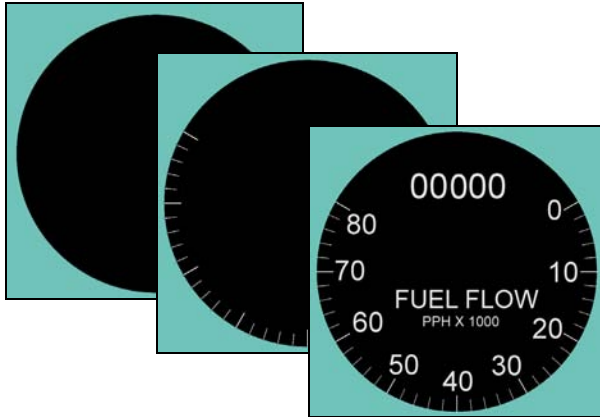
In addition, the Glass Builder™ includes a calibration function that allows you to logically connect a variable to a graphical component (such as an indicator needle), generate the corresponding calibration data, and store the information in an XML file.



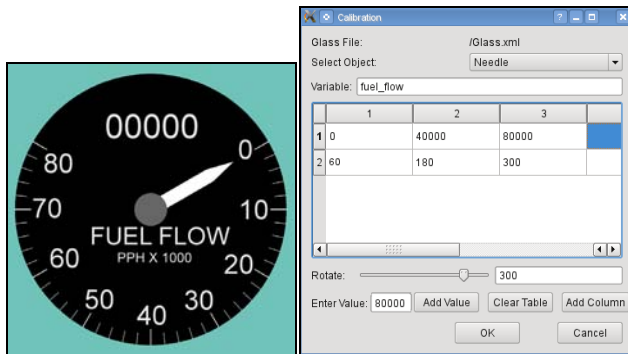
MUSE™ Glass Builder™ (Cont'd)

As Easy As 1-2-3...

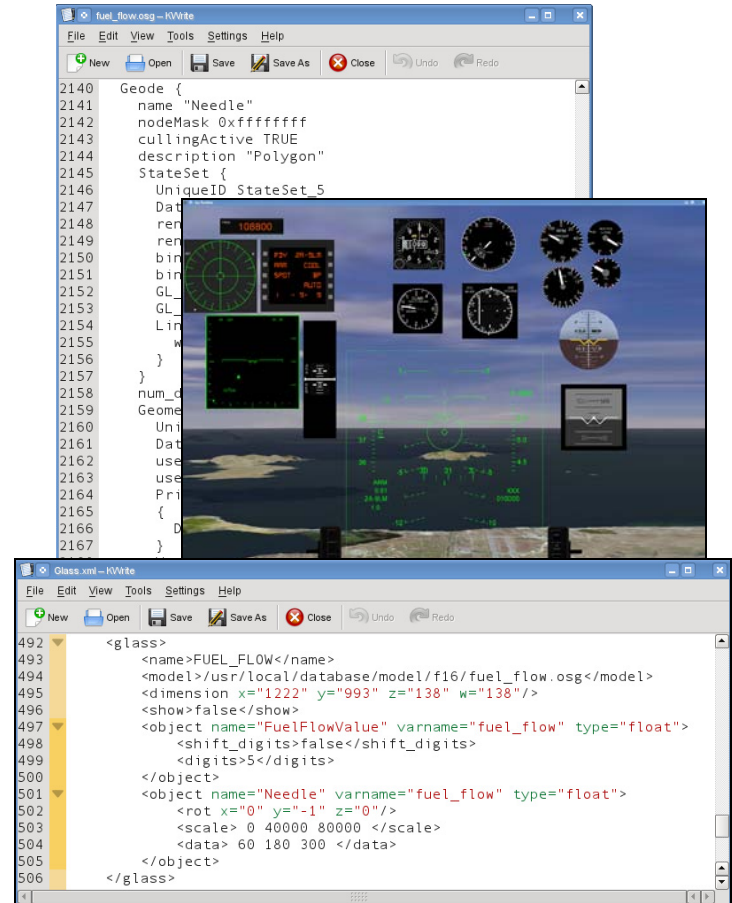
- Using the GUI, specify a base object such as a circle. Then specify tick marks and add lines of text:



- Create other objects such as an indicator needle. Calibrate the needle and automatically update the data in the XML file.



Results: A usable model, thousands of lines of automatically generated OSG code, and an XML file with positional information, variables, and calibration data for your Out-The-Window IOS program!



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