MUSE™ HUD Builder™

FEATURES

- **Easy To Use**

- **Accommodates Dynamic and Static HUD Display Components**

- **Can Reconfigure HUD While in Stand-alone Desktop Mode or During Real Time Flight Simulation**

- **Significantly Reduces Amount of Time Required to Build or Change Display**

The MUSE™ HUD Builder™ provides the ability to create and modify a MUSE™ IOS Heads Up Display (HUD), without ever having to change a line of code! All characteristics are applied via an XML file that identifies each HUD component. Adjustments can be made either manually while running the stand-alone desktop IOS simulator, or in real time using the HUD display on the MUSE IOS window. When you change a parameter in the XML file and save, the HUD is automatically updated.
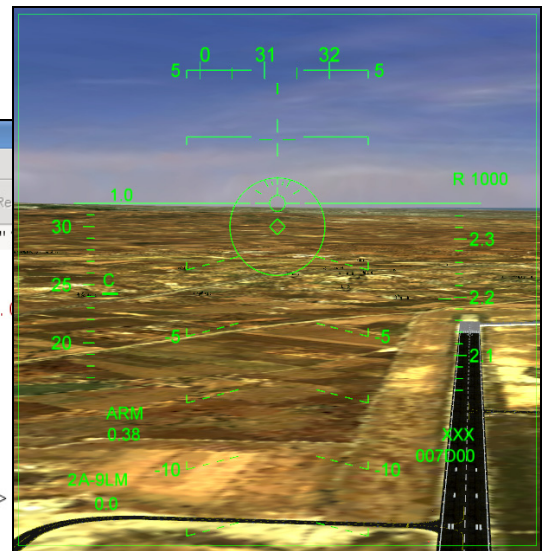
The HUD Builder™ allows you to:

- Change the overall characteristics of the HUD display such as color, font, character size, etc.

- Change the look and feel of individual HUD components including: position, start/and end points, alignment, labels, quantity, width, height, distance between lines, etc.

Additionally, the HUD Builder™ allows you to logically connect a variable in your program to a graphical component defined in the XML file.

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ISO 9001
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