

SL-GMS® Developer™ for Microsoft® .NET

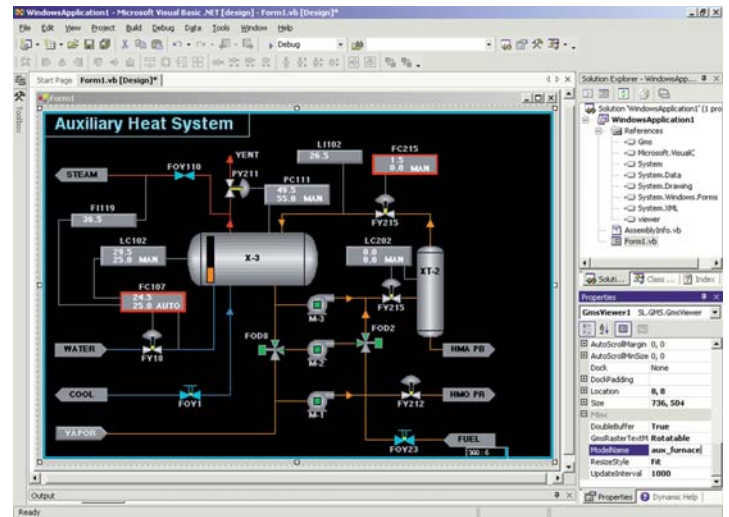
develop high-performance real-time data displays for your .NET applications

SL-GMS Developer for Microsoft .NET

Developer for .NET is a graphic development system specifically designed for use with the Microsoft® Visual Studio® .NET development environment. With Developer for .NET, you can design or import graphic objects and animate them with dynamic behaviors. Developer for .NET features a high-performance graphic engine and a custom .NET control that displays these graphic objects and drives their dynamic behaviors with live or archived data from both network and Internet applications.

Highlights

- Create advanced, high-performance 2D graphics for use in standard and web-based .NET applications
- Design your own objects or use existing libraries, featuring Software Toolbox® Symbol Factory
- Populate graphic displays with dynamic objects driven by real-time data variables
- Easily convert existing SL-GMS displays for use in .NET client applications, preserving investment in screen development – an easy migration path for existing SL-GMS users
- Fully .NET compliant SL-GMS Viewer Control enables Visual Studio.NET developers to create applications for desktop, enterprise, web and wireless clients

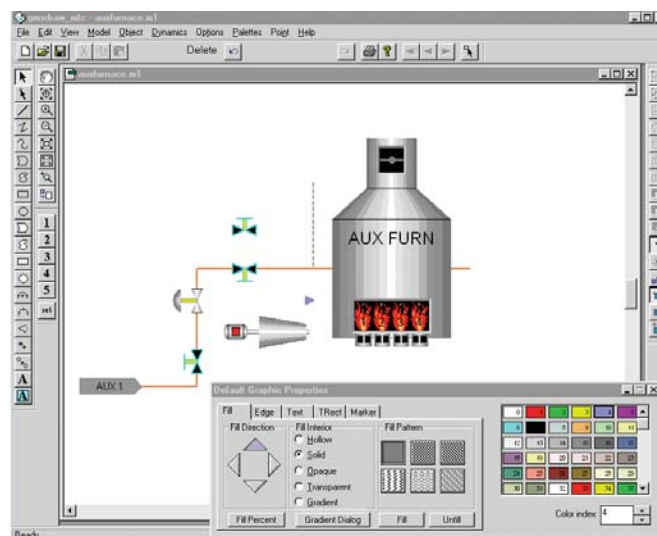


SL-GMS .NET Viewer Control in Microsoft Visual Studio.NET

SL-GMSDraw Dynamic Graphic Editor (included with Developer for .NET)

Create customized graphic displays where dozens of dynamic behaviors can be associated with any given object and then easily connected to live data in your application, including XML.

- Design or import objects, attach dynamic behaviors, and preview connections to real-time data – all without leaving the editor
- Define dynamic behaviors and create custom object palettes for use by other developers or non-technical end-users



Design, import and edit graphic objects with SL-GMSDraw



Dynamic Graphics for Real-Time Data Display

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SL-GMS® Custom Editor for Microsoft® .NET

create a custom Display Builder that meets the special requirements of your end-users

SL-GMS Custom Editor for .NET

Custom Editor for .NET is a product that allows developers to rapidly create dynamic graphic editors using Microsoft Visual Studio .NET. Rapid development is accomplished through a specialized SL-GMS .NET component that uses a simple API to allow users to perform interactive object creation, object selection, object property definition and edit history maintenance. Custom Editor for .NET comes with the SL-GMSDraw Dynamic Graphic Editor, industry proven in mission-critical applications worldwide. The implementation of SL-GMSDraw using Custom Editor for .NET is provided in C++ source to be used as a template for customization.

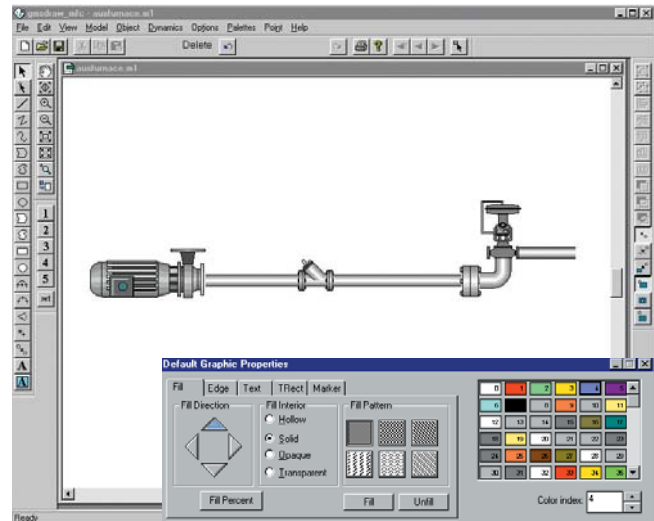
Highlights

- **Custom Graphics:** Design your own object palettes or use existing libraries, featuring Software Toolbox® Symbol Factory
- **Custom Data Source Dialogs:** Create your own data attachment dialogs specific to your known data sources and familiar to end-users
- **Custom Property Dialogs:** Create specialized, end-user friendly dialogs to define object properties
- **Custom Object Creation:** Enable object creation that facilitates common tasks
- **Custom Menus and Toolbars:** Build menus and toolbars that provide easy access to critical operations
- **Custom Display Storage:** Incorporate unique central storage and configuration control
- **Embed in Existing Applications:** Functionality is encapsulated in a .NET control, so it is easy to add editing features to an already existing application



Dynamic Graphics for Real-Time Data Display

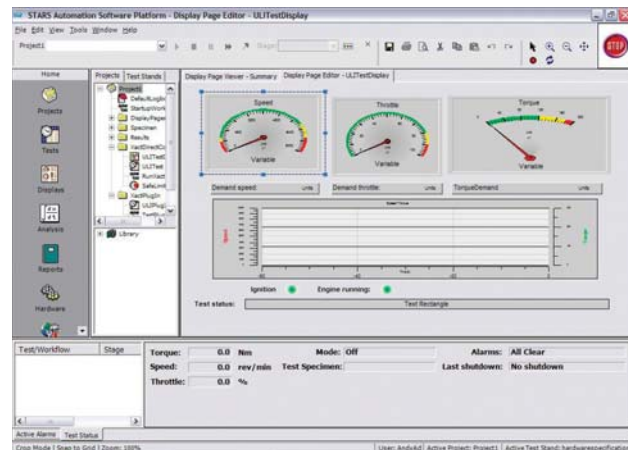
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Customize starting from our industry proven SL-GMSDraw Display Builder.

The Need for Specialized Display Builders

Technicians and control operators often need to tailor their user interfaces to control systems based on the latest configurations in a constantly changing environment. This continuing evolution necessitates access to a display building application. Requirements can vary widely from one environment to the next, depending on the types of displays that need to be built, the variety of data sources that may be used to drive these displays, and the technical aptitude of the end-user. Custom Editor for .NET facilitates the rapid development of complex applications to provide value with a specific end-user in mind and to reduce the often costly prospect of configuring and maintaining displays.



Embed an editing panel in an existing application.