

# SNAZZY EMBEDDED GUI APPLICATIONS DEVELOPMENT USING LOW-RESOURCE TECHNIQUES

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MCU Ecosystem  
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SECURE CONNECTIONS  
FOR A SMARTER WORLD

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## TRENDS IN LOW-RESOURCE TECHNIQUES



### More Products Include Graphical UIs

- Consumer goods are becoming smarter and a growing number are boasting complex user interfaces
- As new solutions evolve and advance, so does the need for high performance and power-efficiency



### Hardware and Software Challenges

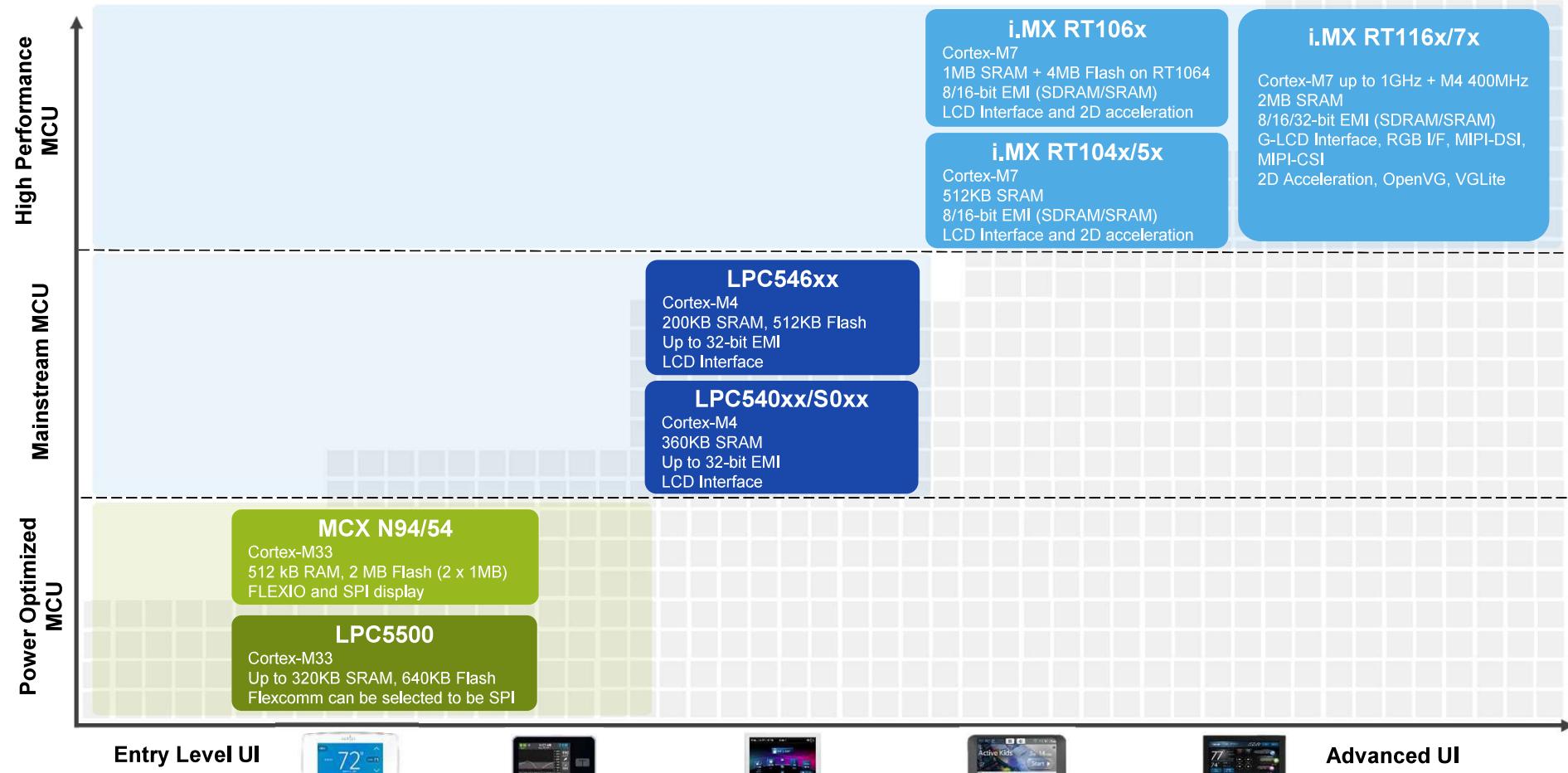
- External memories routing requires advanced skills and knowledge also as a layout design of PCB
- Configuring software and developing special drivers makes a high demands on developers



### Resources Reduction

- Using internal RAM and optimizing graphics assets in application reduces BOM cost and PCB size
- No external memory consumpts no power, there is high energy reduction in final application

## NXP MCUS OPTIMIZED FOR GRAPHICAL INTERFACES



## RECOMMENDED NXP MCU FAMILIES FOR GRAPHICAL USER INTERFACES

	<b>Core</b>	<b>Frequency</b>	<b>Memory</b>	<b>Graphics Acceleration</b>	<b>Display Interface / Controller</b>		<b>Resolutions</b>
High Performance	i.MX RT1170	Cortex-M7 and Cortex-M4	1 GHz / 400 MHz	2 MB SRAM 2x Quad/Octal Mem Interface 8/16/32-bit EMI	PXP GPU	eLCDIF LCDIFv2 MIPI-DSI	Up to WXGA 1366x768
	i.MX RT1160	Cortex-M7 and Cortex-M4	600 MHz / 240 MHz	1 MB SRAM 2x Quad Mem Interface 8/16/32-bit EMI	PXP GPU	eLCDIF LCDIFv2 MIPI-DSI	Up to WXGA 1366x768
	i.MX RT500	Cortex-M33 and Fusion F1 DSP	275 MHz / 275 MHz	5 MB SRAM 2x Quad/Octal Mem Interface	PXP GPU	MIPI-DSI	Up to XGA 1024x768
	i.MX RT106x	Cortex-M7	600 MHz	512 KB SRAM 8/16-bit EMI	PXP	eLCDIF	Up to WXGA 1366x768
Mainstream	i.MX RT104x/5x	Cortex-M7	600 MHz	512 KB SRAM 8/16-bit EMI	PXP	eLCDIF	Up to WXGA 1366x768
	LPC546xx	Cortex-M4	220 MHz	512 KB Flash, 200 KB RAM Up to 32-bit EMI	–	LCDIF	Up to XGA 1024x768
	LPC54S/540xx	Cortex-M4	180 MHz	360 KB RAM Up to 32-bit EMI	–	LCDIF	Up to XGA 1024x768
Entry	LPC55S69	Cortex-M33	150 MHz	320 KB RAM, 640 KB Flash	–	SPI	Up to FWVGA 854x480
	MCX N	Cortex-M33	150 MHz	512 KB RAM, 2 MB Flash	–	SPI or 8080 parallel with FlexIO	Up to FWVGA 854x480

Note: - LCDIF, eLCDIF, and LCDIFv2 include parallel RGB display interface.

- This is not a comprehensive list of NXP microcontrollers capable of supporting GUI applications



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# Simplify Your GUI Development without External Memories

Lean. Versatile. Scalable. Fast.

Manuel Melic, TARA Systems

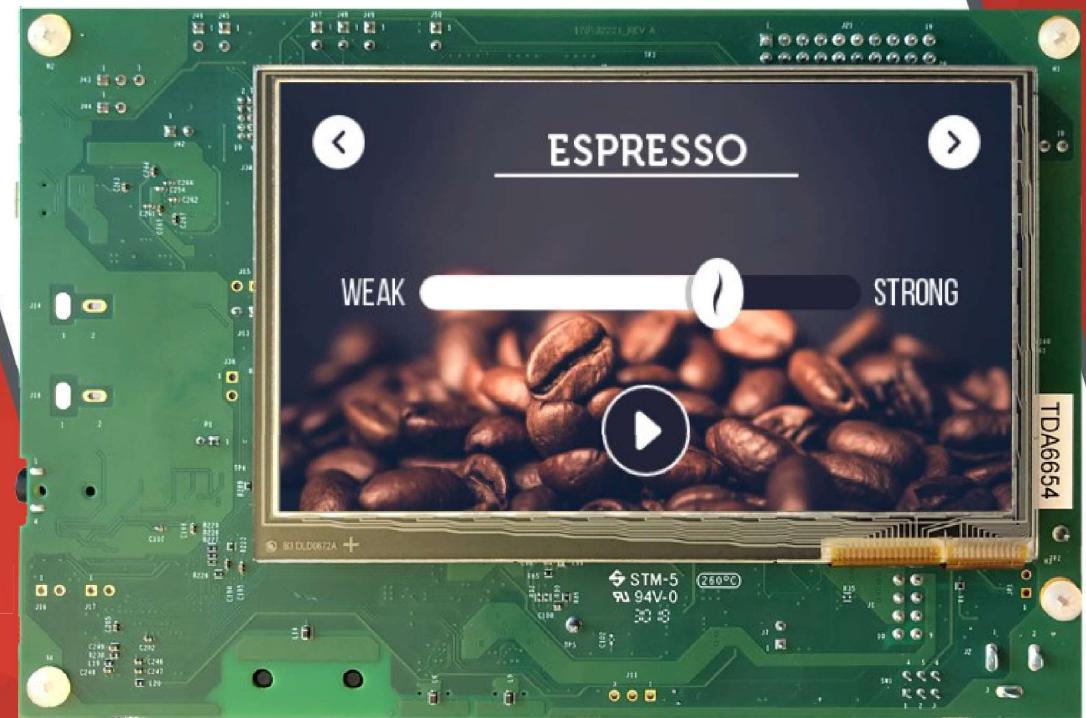


GUI Solutions by TARA Systems



GOLD  
PARTNER

NXP

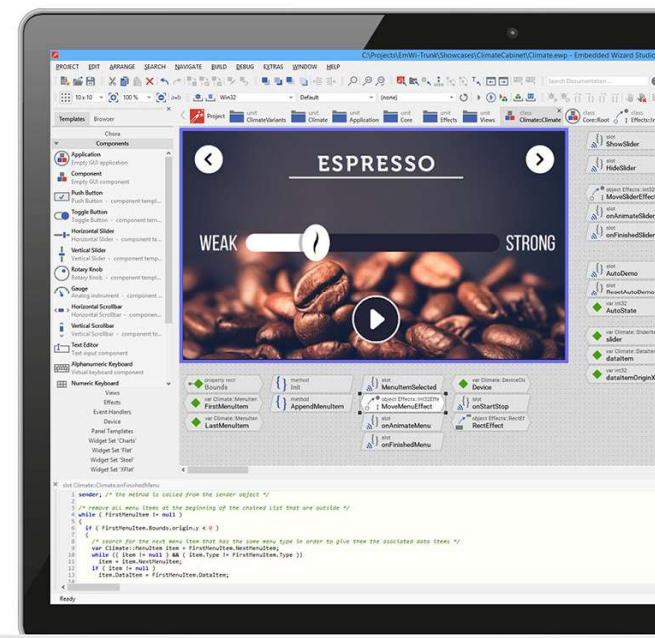


# Agenda

- About Embedded Wizard
- GUI Triangle of Tension
- The Big Five – What impacts the memory consumption of GUIs most?
- Demo on i.MXRT1064 EVK
- Missing Links: Download Resources & Contact
- Q&A

# About Embedded Wizard

- Embedded Wizard by TARA Systems is an **independent** GUI solution
- **GUI development** and instant **prototyping** tool
- Follows a **code generation** model – not just a pure graphics library or runtime interpreter
- **MCU** and **MPU** type target hardware
- Evolved over **25 years** – company has a strong **engineering background** in embedded systems
- **No external dependencies**, open source or other 3<sup>rd</sup> party stacks
- Customers **worldwide**, >500 Mio. devices deployed using Embedded Wizard technology



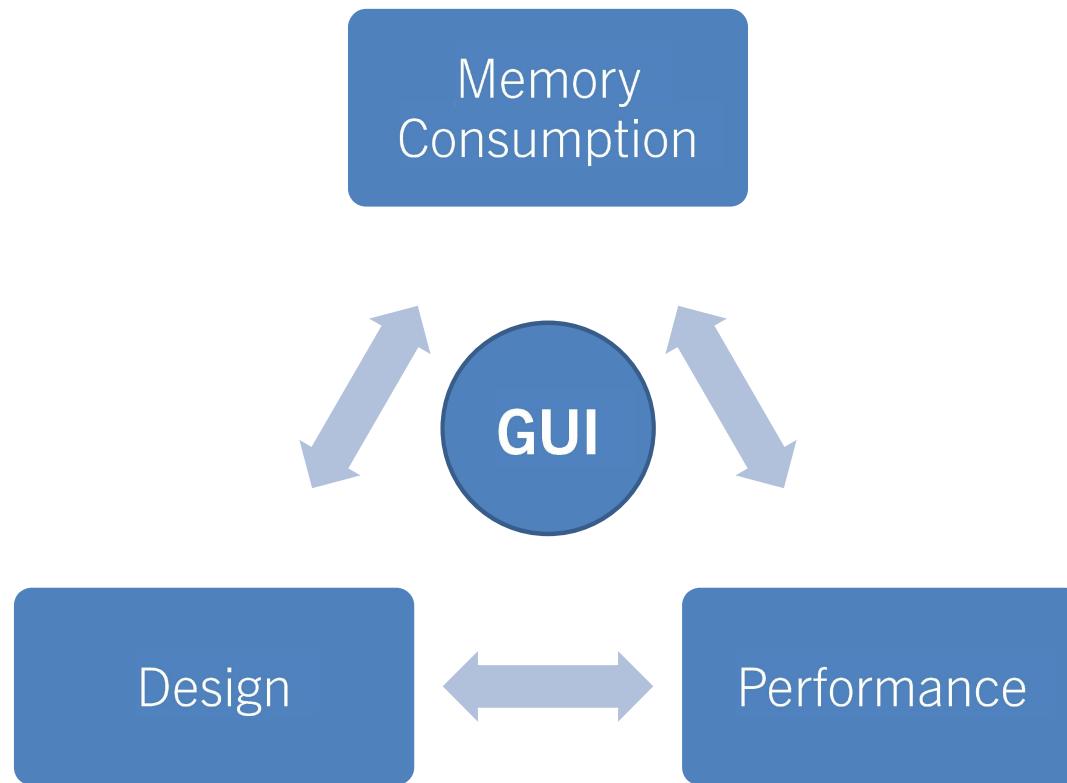
## Benefits for NXP MCUs & MPUs

	Full-featured <b>IDE</b> to develop HMIs (incl. prototyping, debugging, profiling)
	Utilizing available <b>GPUs</b> to achieve high FPS with low CPU load (e.g. PxP, OpenGL, ...)
	Smartphone-like GUIs with <b>high-performance</b> animations and transitions
	Generation of <b>pure ANSI C</b> source code with no further dependencies
	Very <b>low</b> RAM and flash <b>footprint</b>
	HMIs run even on <b>bare metal</b> or with <b>any</b> (RT)OS
	<b>Reasonable</b> business model - no royalty fees per device!



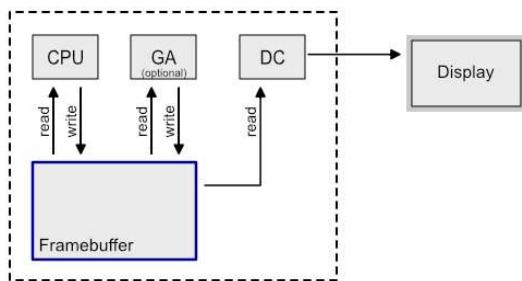
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# GUI Triangle of Tension

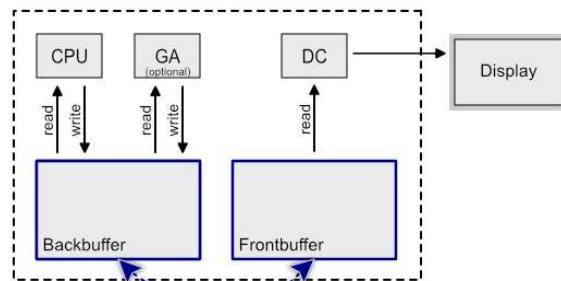


# The Big Five – What impacts the memory consumption of GUIs most?

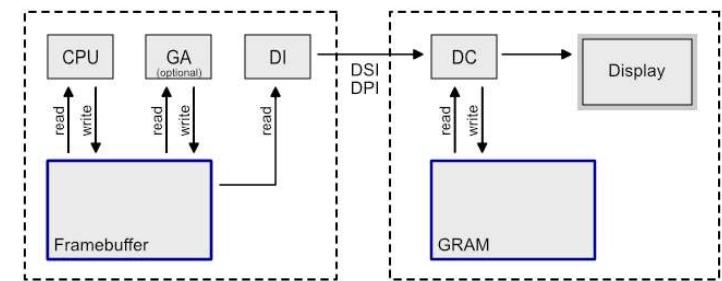
## ■ 1. Framebuffer concepts



(synchronized) Single-Buffer



Double-Buffer



external Display-Controller w/ GRAM

# The Big Five – What impacts the memory consumption of GUIs most?

## ■ 2. Used Color Formats



4 Bytes/Pixel



2 Bytes/Pixel



1 Byte/Pixel  
+ CLUT

# The Big Five – What impacts the memory consumption of GUIs most?

## 3. Bitmaps

- Compressed vs Direct Access
- Rasterized bitmaps vs vector graphics
- Reduced Color Formats (dithering)



```
27 /* Bitmap resource used per default by 150 widgets customized for the medium size. */
28 EM_DEFINE_BITMAP_RES( WidgetSetGaugeNeedleMedium )
29 EM_BITMAP_FRAME( WidgetSetGaugeNeedleMedium, Default, EM_DRIVER_VARIANT_RGBAB8888, 31, 24, 0 )
30 EM_BITMAP_FRAME( >, >, 12, 0x00000000, 0x00000000 )
31 EM_BITMAP_MAPPING( WidgetSetGaugeNeedleMedium, Default )
32
33 EM_BITMAP_PIXEL_UR2( WidgetSetGaugeNeedleMedium, Default )
34 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
35 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
36 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
37 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
38 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
39 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
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43 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
44 0x79A7A9AC, 0xF7A7A9AC, 0xF7A7A9AC, 0xFCA7A9AC, 0xFAA7A9AC, 0xF7A7A9AC,
45 0xF7A7A9AC, 0xF7A7A9AC, 0xF7A7A9AC, 0xA8A7A9AC, 0x14A7A9AC,
46 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
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48 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
49 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
50 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
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56 0x0EDB9A80, 0xDAB2B80, 0xECA7AA0, 0xF7A7A9AC, 0xF7A7A9AC, 0xF7A7A9AC,
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65 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39,
66 0x0E8A7A9AC, 0x07A7A9AC, 0x017A7A9AC, 0x00000000, 0x00000000, 0x00000000,
67 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
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69 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
70 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
71 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
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74 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39,
75 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
76 0xA0A7A9AC, 0x00000000, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
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91 0x0F7A7A9AC, 0xF7A7A9AC, 0xF7A7A9AC, 0xF7A7A9AC, 0xF7A7A9AC, 0xF7A7A9AC,
92 0x0FFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39,
93 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39,
94 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39, 0xFFFB2D39,
95 0x0FF7A7A9AC, 0x097A7A9AC, 0x00000000, 0x00000000, 0x00000000, 0x00000000,
```

# The Big Five – What impacts the memory consumption of GUIs most?

## ■ 4. Fonts

- Pre-Rendered Bitmap Glyphs vs TrueType Font Engine
- Font Ranges & Quality

▶ FontName	Segoe UI
▶ Height	32
▶ HeightMode	Compatible
▶ Italic	false
▶ Kerning	true
▶ Quality	High
▶ Ranges	'0'-'9','a'-'z','A'-'Z','%',%
▶ RowDistance	

# The Big Five – What impacts the memory consumption of GUIs most?

## ■ 5. Strings

### ■ Compressed vs Direct Access

```
49 /* Compressed strings for the language 'English'. */
50 EW_CONST_STRING_PRAGMA static const unsigned int _StringsDefault0[] =
51 {
52     0x000001A4, /* ratio 58.10 % */
53     0xB8001300, 0x8009A452, 0x00DC0037, 0xC200320, 0x22003C80, 0x8458182A, 0x003A800A,
54     0xB39800CA, 0x88C3E1B0, 0xBC501800, 0x42A3B192, 0x3A191C8D, 0x01711884, 0x2E688B45,
55     0xB1B39002, 0x82904AE3, 0x09991A09, 0x8FCDBD20, 0xF14E292D, 0x4D264748, 0xE4014095,
56     0xA314322C, 0x012CA442, 0xC448A04C, 0x208E4423, 0x3300020E, 0x98D16820, 0x29DEB31A,
57     0xC80D71A9, 0x24880489, 0x00067004, 0x63359E9B, 0xA47A5C46, 0x1E36CD24, 0x0A144A15,
58     0xB85E4E00, 0xA52AE51C, 0x43A78418, 0xE0C77031, 0x24A488A4, 0xC71A9A62, 0xB1404446,
59     0x6692E42F, 0x229412F7, 0x9F472393, 0x4002F50F, 0x0028015B, 0x83033EB3, 0x89504974,
60     0x4BA1BF47, 0x9738D472, 0x97AD12E2, 0x322E6863, 0x9F4C4004, 0x06D26827, 0x15A280D0,
61     0x2A8B1AB8, 0x65178874, 0x03209849, 0x00000002, 0x00000000
62 };
```

```
53 /* Strings for the language 'English'. */
54 EW_CONST_STRING_PRAGMA static const unsigned short _StringsDefault0[] =
55 {
56     0xFFFF, 0xFFFF, 0xC557, 0x004D, 0x006F, 0x006E, 0x0064, 0x0061, 0x0079, 0x0000,
57     0xC557, 0x0054, 0x0075, 0x0065, 0x0073, 0x0064, 0x0061, 0x0079, 0x0000, 0xC557,
58     0x0057, 0x0065, 0x0064, 0x006E, 0x0065, 0x0073, 0x0064, 0x0061, 0x0079, 0x0000,
59     0xC557, 0x0054, 0x0068, 0x0075, 0x0072, 0x0073, 0x0064, 0x0061, 0x0079, 0x0000,
60     0xC557, 0x0046, 0x0072, 0x0069, 0x0064, 0x0061, 0x0079, 0x0000, 0xC557, 0x0053,
61     0x0061, 0x0074, 0x0075, 0x0072, 0x0064, 0x0061, 0x0079, 0x0000, 0xC557, 0x0053,
62     0x0075, 0x006E, 0x0064, 0x0061, 0x0079, 0x0000, 0xC557, 0x0044, 0x0061, 0x0079,
63     0x0073, 0x0020, 0x006F, 0x0066, 0x0020, 0x0074, 0x0068, 0x0065, 0x0020, 0x0077,
64     0x0065, 0x0065, 0x0068, 0x0000, 0xC557, 0x0045, 0x006E, 0x0067, 0x006C, 0x0069,
65     0x0073, 0x0068, 0x0000, 0xC557, 0x0047, 0x0065, 0x0072, 0x0060, 0x0061, 0x006E,
66     0x0000, 0xC557, 0x0053, 0x0070, 0x0061, 0x006E, 0x0069, 0x0073, 0x0068, 0x0000,
67     0xC557, 0x0041, 0x0072, 0x0061, 0x0062, 0x0069, 0x0063, 0x0000, 0xC557, 0x0048,
68     0x0065, 0x0062, 0x0072, 0x0065, 0x0077, 0x0000, 0xC557, 0x0047, 0x0072, 0x0065,
69     0x0065, 0x006B, 0x0000, 0xC557, 0x0052, 0x0075, 0x0073, 0x0073, 0x0069, 0x0061,
70     0x006E, 0x0000, 0xC557, 0x0054, 0x0075, 0x0072, 0x0068, 0x0069, 0x0073, 0x0068,
71     0x0000, 0xC557, 0x004A, 0x0061, 0x0070, 0x0061, 0x006E, 0x0065, 0x0073, 0x0065,
72     0x0000, 0xC557, 0x004B, 0x006F, 0x0072, 0x0065, 0x0061, 0x006E, 0x0000, 0xC557,
73     0x0043, 0x0068, 0x0069, 0x006E, 0x0065, 0x0073, 0x0065, 0x0000, 0xC557, 0x0056,
74     0x0069, 0x0065, 0x0074, 0x006E, 0x0061, 0x006D, 0x0065, 0x0073, 0x0065, 0x0000
75 };
```



**Demo on i.MXRT1064 EVK**

# Missing Links: Download Resources & Contact

Get more details on:

- Embedded Wizard  
[www.embedded-wizard.de](http://www.embedded-wizard.de)
- Free Edition  
[www.embedded-wizard.de/download](http://www.embedded-wizard.de/download)
- Showcases and demos  
[www.embedded-wizard.de/demo](http://www.embedded-wizard.de/demo)
- Online knowledge base  
[doc.embedded-wizard.de](http://doc.embedded-wizard.de)
- Open community support forum  
[ask.embedded-wizard.de](http://ask.embedded-wizard.de)

Get more details from NXP:

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## Q&A