GL Studio® Toolkit

Simulation & Training Solutions

Interface with Reality™

Build high fidelity, feature-rich 2D and 3D graphical user interfaces using a flexible development environment and deploy on a superior runtime engine.
GL Studio is a user interface development tool for creating high fidelity, feature-rich 2D and 3D graphical user interfaces. Use industry standard 2D/3D file formats, a flexible development environment, and a superior runtime engine, to create cockpit instruments, dashboard displays, and controls.

**Designer Features**

GL Studio’s Designer enables the real-time creation of interactive 2D and 3D geometry through a WYSIWYG environment, alleviating the need to write cumbersome low-level graphical code.

- WYSIWYG graphical editor
- Infinite layout possibilities
- Develop on Windows or Linux
- Extensive development Toolbox
- Context sensitive code window
- Object-oriented design hierarchy

**Product Benefits**

- No-compromise user interfaces
- Reduce product development times
- True hardware & operating system independence
- Best rendering performance in the market

**Full Mission Displays**

Replicate cockpit multi-function displays at a fraction of the cost of procuring actual flight hardware.

**Part Task Trainers**

Reproduce complete aircraft cockpit layouts onto touchscreen displays enabling lower cost knobology training.

**Instructor Operator Stations**

Repurpose graphical content into IOS, repeater panels, and after action review stations for maximum benefits.
**Development Process**

The GL Studio Designer imports a variety of industry standard image and model formats that serve as the graphical asset's foundation. Properties and behaviors associated with the graphical assets drive the required functionality. The generated code runs on multiple target devices.

**Development Features**

- **Productivity**
  - UI from Photoshop
  - Animated schematics tools
  - Python scripting support
  - Document generation

- **Functionality**
  - Knobs
  - Switches
  - Push buttons
  - Odometers

- **Flexibility**
  - Multi-touch & gesture support
  - Unicode support
  - Nine patch graphics
  - Animation support

- **Compatibility**
  - C++/Java
  - OpenGL/DirectX
  - Windows/Linux
  - Desktop/Embedded

**Runtime Engine Capabilities**

Portability and speed of the deployed user interfaces comes from highly efficient, compact, and operating system independent runtime libraries. Designed to maximize the use of any display system’s graphics processing unit, GL Studio user interface content achieves the best rendering performance in the market while minimizing impact on the system’s CPU.
Data Connections

GL Studio object properties are open and exposed for connection to any type of data stream including industry standards such as:

- DISti Data Director
- Shared Memory
- DIS / HLA
- TCP/IP or UDP/IP
- SCRAMNet®
- CORBA
- DiSTI Data Director
- Shared Memory
- DIS / HLA
- TCP/IP or UDP/IP
- SCRAMNet®
- CORBA

Scene Graph Integration

Build cockpit and instrumentation content once and integrate into any number of OpenGL or DirectX scene graphs, including:

- VT MÄK VR-Vantage
- Rockwell Collins EPX/EP
- Havok Vision Engine
- Lockheed Martin Prepar3D
- Genesis RT/RTZ
- Presagis Vega Prime
- OpenSceneGraph
- Unity Technologies

3rd Party Interfaces

GL Studio objects integrate easily into a host of simulation and training applications extending their core functionality, including:

- Simulink by MathWorks
- Rhapsody and Statemat by IBM Rational
- LabVIEW by National Instruments
- KINEMAP by Lockheed Martin
- FliteScene by Harris
- C3 Courseware by L-3 DPA
- Simulink by MathWorks
- Rhapsody and Statemat by IBM Rational
- LabVIEW by National Instruments
- KINEMAP by Lockheed Martin
- FliteScene by Harris
- C3 Courseware by L-3 DPA

For more information on all of our products and services, please visit www.disti.com

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