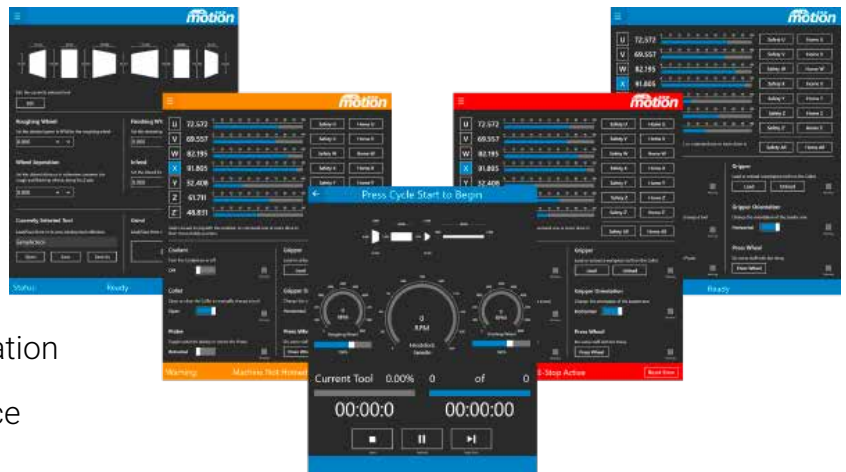


COMMANDER

A unified and consistent user experience

AT A GLANCE

- ▶ Design and create your own GUI
- ▶ Run time configurable and extensible
- ▶ Flexible, customisable and skinnable
- ▶ Touch-screen friendly design and operation
- ▶ A unified and consistent user experience



Full run-time design with no programming skills necessary to create a UI.

ADVANCED INTERFACE

Designed to allow human operators to seamlessly monitor and interact with processed data, providing a cutting-edge user experience.

FULLY CUSTOMISABLE

Utilise the latest technology to freely move and rearrange buttons and icons to suit individual business requirements.

SAVE TIME

Commander brings technology to you by bridging the gap between a developer centric IDE designer, and non-programmer domain experts.

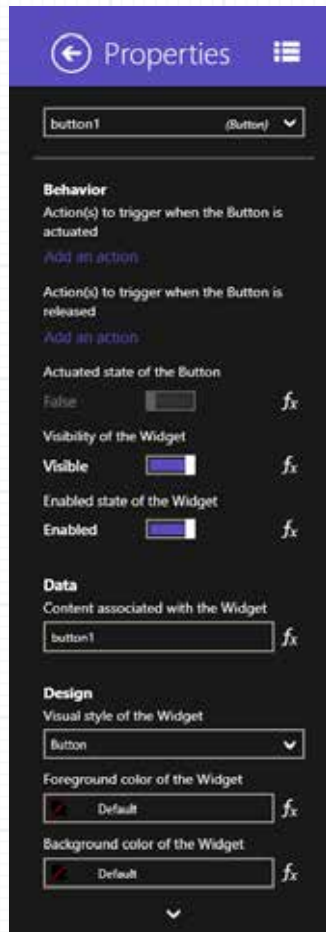


RUN TIME CONFIGURABLE

- Managed Extensibility Framework
- API's for creating widgets and UI's

FULLY CUSTOMISABLE

- Move and rearrange buttons and icons to suit individual business requirements
- Customise and re-colour the look and feel of the soft panel



SCREEN

- Windows® Presentation Foundation
- Vector based (scalable)
- Resolution independent

FACADE

- Visually stunning
- Skin can be fully customised to reflect individual branding

SUPPORT

- Flexible scripting can be extended using IronPython



FUNCTIONALITY

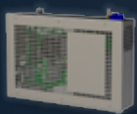
- Touch-screen friendly design and operation
- Designed for Windows 8" desktop

```

class RandomLayout(IsoLayoutAlgorithm):
    def __init__(self, context):
        IsoLayoutAlgorithm.__init__(self, context)
        self.addIntegerParameter("width", "lay")
        self.addIntegerParameter("height", "lay")

    def check(self):
        # This method is called before applying
        # You can perform some precondition
        # See comments in the run method to
        # Must return a tuple (boolean, string)
        # and the second one can be used to p
        return (True, "OK")

    def run(self):
        width = self.dataSet["width"]
        height = self.dataSet["height"]
        for n in self.graph.getNodes():
            x = random.random() * width
            y = random.random() * height
            self.layoutResult[n] = IsoCoord(x, y)
        return True
  
```



CNC



MOTORS



IO DEVICES



USER INTERFACES



SOFTWARE



SERVO DRIVES