## New SEGGER emWin GUIBuilder Allows Easy User Interface Creation

Hilden, Germany – August 8th, 2011 – SEGGER Microcontroller has developed a new tool to help the engineer shorten the time to create their application by replacing the tedious task of creating user interfaces in hand written code with a simple straight forward drag and drop interface. Using this tool, the emWin GUIBuilder, a developer gets a jump start when creating their user interface with emWin.

The emWin GUIBuilder supports drag and drop operations as well as keyboard operations to create the interface. This allows quick placement of widgets and adds the ability for precision corrections of the layout while working in a convenient PC development environment.
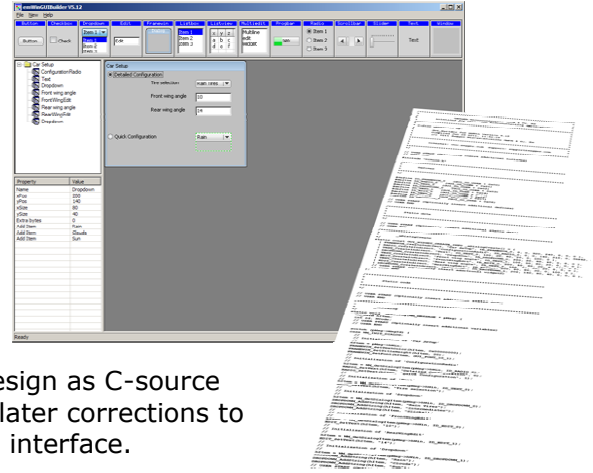
Once the design is ready to go, the developer saves the design as C-source code which can be loaded back into the editor to allow for later corrections to the layout even after adding code to further customize the interface.

It is now even possible to permit an individual not familiar with C to design an engaging user interface while being confident in the fact that the generated code has been optimized for minimum overhead.

"Rest assured; you do not have the typical code bloat often associated with WYSIWYG utilities. The GUIBuilder has been designed with memory constrained embedded systems since its inception and we have never lost focus of this need in our solution. With our new GUIBuilder we have addressed the rising demand for an easy-to-use interface for GUI-creation", says Shane Titus, director of SEGGER's US operations.

emWin is designed to provide an efficient, processor- and LCD controller-independent graphical user interface (GUI) for any application that operates with a graphical LCD. It is compatible with single-task and multitask environments, with a proprietary operating system or with any commercial RTOS. It may be adapted to any size physical and virtual display with any LCD controller and CPU.

emWin is available as full source code and comes with a simple licensing model without royalties. Full product specifications and a trial version are available at:
http://www.segger.com/

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About SEGGER

SEGGER Microcontroller develops and distributes hardware and software development tools as well as software components for embedded systems. An "embedded system" is one in which a microprocessor and associated components are incorporated into a device helping to accomplish difficult and complex tasks in products such as cell phones, medical instruments, instrument clusters, measurement instruments, satellite radios, digital cameras etc.

SEGGER was founded in 1997, is privately held, has been profitable since its inception, and is growing steadily. Based in Hilden with distributors in all continents and a local office in Massachusetts, SEGGER offers its full product range worldwide.

SEGGER software products include: embOS (RTOS), emWin (GUI), emFile (File System), emUSB (USB host and device stack) and embOS/IP (TCP/IP stack). With the experience in programming efficiently on embedded systems, SEGGER created highly integrated, cost-effective programming and development tools, such as the Flasher (stand-alone flash programmer) and the industry leading J-Link/J-Trace emulator.

SEGGER's intention is to cut software development time for embedded applications by offering affordable, high quality, flexible and easy-to-use tools and software components allowing developers to focus on their applications. Find out more at http://www.segger.com

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