

# Qt for MCUs

Code Once. Deploy Everywhere.

www.qt.io



# What is Qt?

- > C++ based cross-platform application framework
- Provides a suite of libraries (over 70) and design and developer tools - <u>https://www.qt.io/features</u>
- Popular as GUI framework for embedded Linux systems
  - > Available for various popular MPUs from NXP, Renesas, ST, Nvidia, Intel
- Now also available for MCUs

**DEVELOPEX** Source: DevelopEX Blog

#### DevelopEX Blog Why Qt for UI Development?

Qt is de-facto the most suitable framework for the commercial application of a cross-platform GUI library available for C++, Python, Go, Haskell and some other languages.

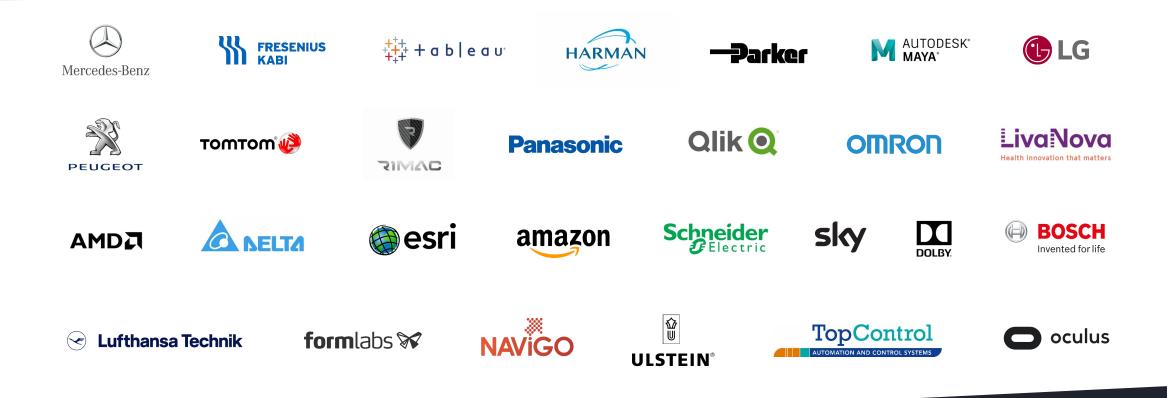
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DevelopEX's Competitors | DevelopEX's News | DevelopEX's Financials

### The Qt Company around the world



BUILT WITH Qt



2019 CUSTOMER SURVEY

95% ROI expectations exceeded 70%

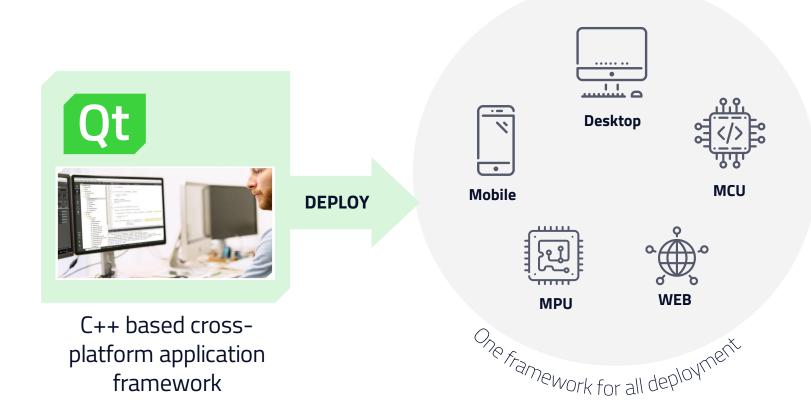
find Qt easy to use

**80%+** are more productive with Qt



# Code once, deploy everywhere with Qt

Unified developer experience across all production line



#### **BENEFITS**

- Faster time to market
- > Same code, less effort
- Cost reduction in development & maintenance
- Unified developer experience
- > Unified user experience

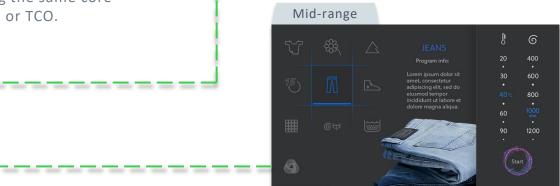
#### SINGLE CODEBASE

### **Cross product-line** development

Retain a unified look & feel for your pixel-perfect UIs across an entire range of products, using the same core technology, and without increasing TTM or TCO.

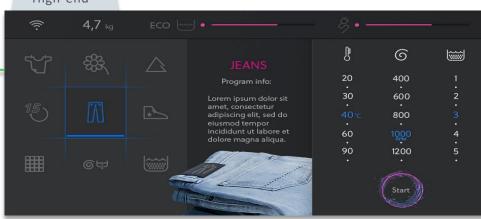






High-end MCU or low-end MPU – example resolution: 840x480

#### High-end



High-end MPU – example resolution: 1920x720



- Higher resolution
- 2.5D Graphics
- Full Ot Framework
- Advanced animations
- Linux or RTOS 1

Highest  $\checkmark$ resolution Dual screen  $\checkmark$ support  $\checkmark$ 2D/3D Graphics Full Qt  $\checkmark$ Framework  $\checkmark$ Linux or RTOS Video  $\checkmark$ 



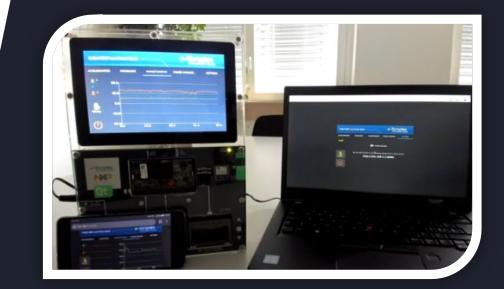
### Remote UIs

#### Qt Quick WebGL

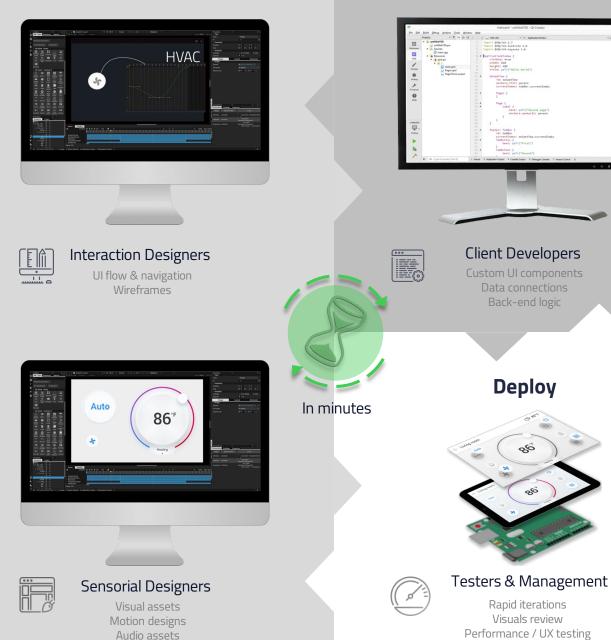
- > Run the UI in a local or remote display
  - > No re-compilation needed, just a plugin change
- > Stream the Qt Quick UI over the network
- > Show the UI in WebGL-enabled browser in a remote device

#### Qt for WebAssembly

- > Build your applications for WebAssembly
- > Run in the browser
- Zero installation
- > Easy to distribute to any device with a browser



#### Design



Develop

# Collaborative product development

The best innovations are crafted through team collaboration and rapid iterations.

The designs must be testable on real hardware in all phases in order to validate the feasibility of the designs.

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#### Maintain

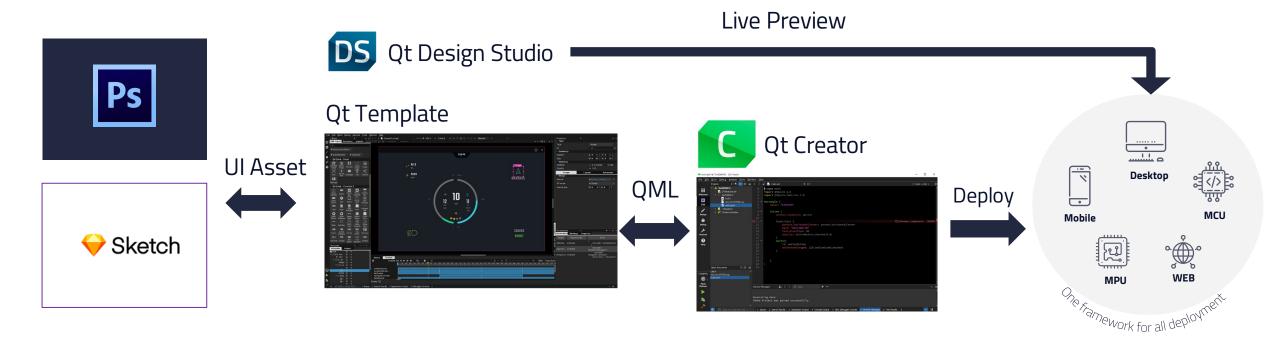
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#### Cross Platform Maintenance

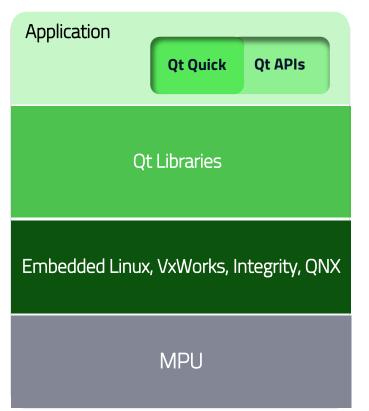
Desktop / Embedded / Mobile MCU up to High Spec HW

# Qt Toolchain From Design to Deploy



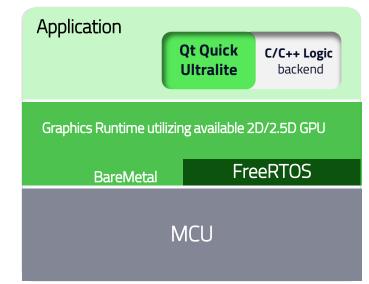
# Qt on MPUs / MCUs

#### Qt for Device Creation



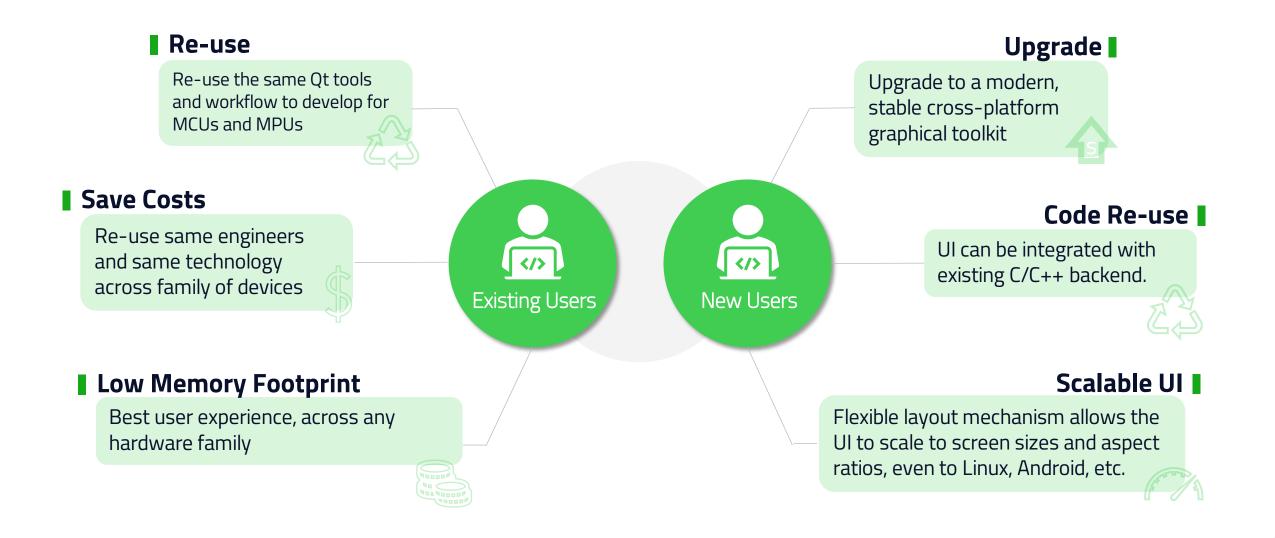
**<u>Qt for Device Creation</u>** is a commercial offering that provides the Qt development framework for multiple embedded platforms: <u>embedded Linux</u>, <u>QNX</u>, <u>INTEGRITY</u>, and <u>VxWorks</u>.

#### Qt for MCUs



**<u>Qt for MCUs</u>** is a software toolkit to create high performance graphical user interfaces with low memory consumption on MCUs running either Bare Metal or RTOS such as FreeRTOS

### Why use Qt across MCU and MPU?



# Qt for MCUs on Ambiq Apollo4

#### > Low Power device on Qt for MCUs 2.0

: Showcases wearable application, 2.5D GPU usage





Qt for MCUs on Apollo4 EVB Rev.3 with Display Shield

Screen Resolution: 454x454 Color: 16 bit (RGB565) Application Code Size: 356KB Frame Buffer: 455KB RAM: 86KB RAM with Assets: 372KB

Key Metrics		Ambiq Apollo4
Display	Resolution	390x390px
	Pixel Depth	16-bit color
RAM Usage	Qt runtime	163 kB
	Framebuffer (single buffering)	304 kB
	Total	467 kB
Flash Usage	Application	420 kB
	Assets	389 kB
	Total	809 kB
Frame rate	Average	40

UX

Provide a smartphonelike user experience with Qt Quick Control



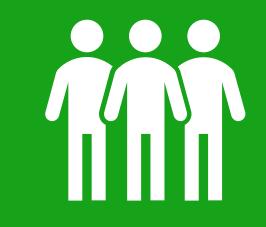
Reuse

Reuse source code across ARM architectures



# Speed Up

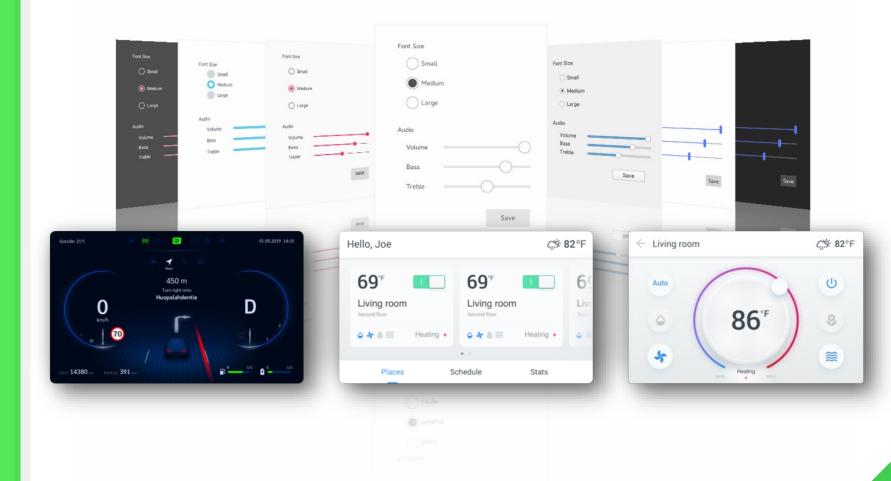
Fast, effective development with QML and Qt Tools



Community

Benefit from a large developer community

Qt Quick Control Provides Mobile-like User Experience Build and deploy complete interface with rich library of UI controls



UX

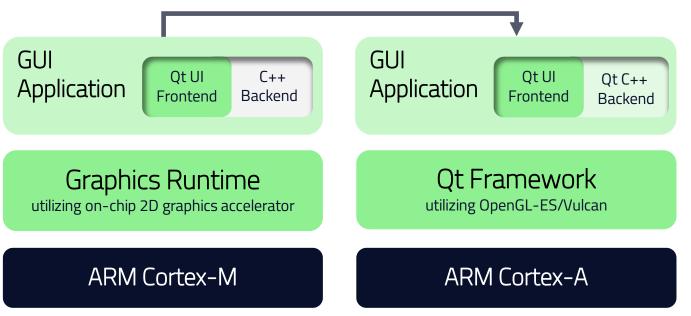
Provide a smartphonelike user experience with Qt Quick Control



Reuse

Reuse source code across ARM architectures Graphic Reuse on Powerful Platforms Code Once, Deploy Everywhere

> **Reuse** the UI frontend **Extend** backend logic with Qt C++ APIs





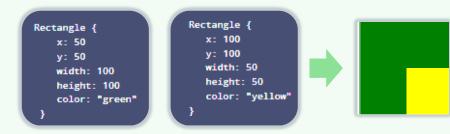
# Speed Up

Fast, effective development with QML and Qt Tools Boost your process by QML and Qt Tools

Easy, intuitive QML for UI forntend, C++ logic backend and straightforward tools simplify development process.

#### Boost by QML

#### QML is declarative language, objective code, compiled to a binary machine code



QML allows easy development process – JSON-like syntax

#### Boost by Tool

Designers produce QML based "UI Specification" directly usable by developers



**Client Designers** UI flow & navigation Wireframes Visual assets



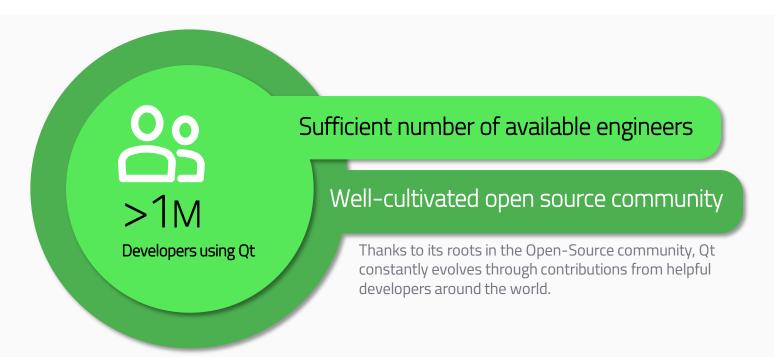


**Client Developers** Custom UI components Data bindings Application logic

# Community

Benefit from a large developer community

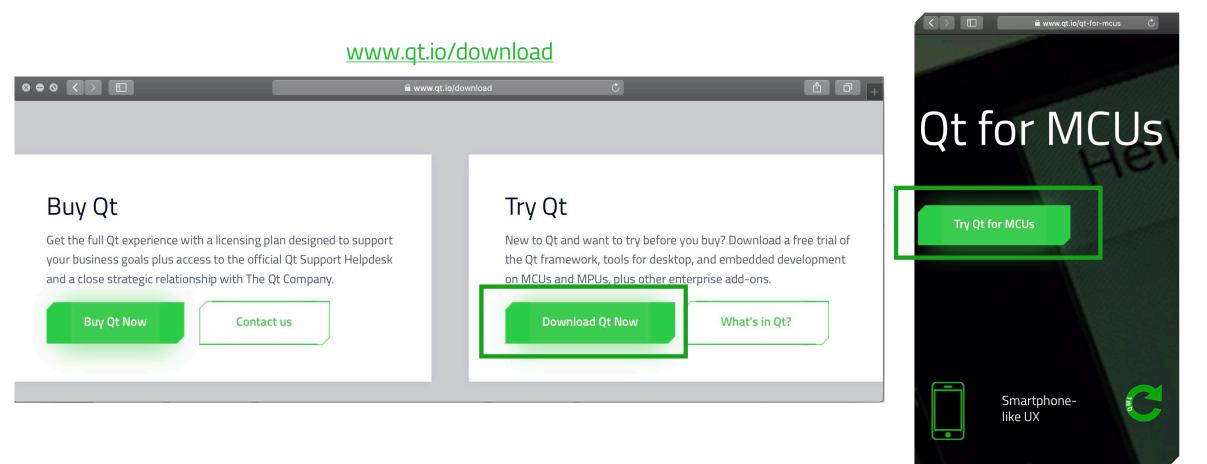
Reuse your Qt Skilled Engineers Use your Qt engineers again along with the developers in open source community.



"What was amazing was that there was already a body of work done by the Qt Community. Had that open source community not been there we would have taken a much longer time to deliver."

# Get Qt

#### http://www.qt.io/qt-for-mcus



# **Qt Service Catalog**

Qt Service Catalog
Adapt Qt Platform code to customer's setup/custom HW platform
Create Demo / PoC specific to customer's use case
Bug fixing / LTS on custom HW platform
Architecture advisory services • covering Graphics Monitoring for Functional Safety • covering optimal use of memory / CPU
Integration with external peripherals
Conduct Trainings / Workshops
Provide Turn-Key Solutions
Port to a niche RTOS



# Thank you

The future is written with Qt

www.qt.io

