Object-Oriented Graphics Development for UNIX

Problem: "I just spent 7 months developing a process control application, and my users don't like it. They say it's too complicated and would like more graphics and 3-D charts. It's going to take me another 7 months to design something even remotely resembling what they want. To avoid this in the future, my company has decided to do usability testing systematically. What can I do?"

Solution: LOOX! With LOOX it is easy to design graphical interfaces. So easy, in fact, that you can prototype your interface before programming anything, to make sure your users like it before going further. You will also be able to change your interface at any stage of the development cycle. You can develop your interface in less than 10% of your normal development time, and you will be able to reuse any graphic component you have designed in future applications in the blink of an eye.

Problem: "I have to design an application for 50 different nuclear plants, and I need lots of schematics and components. I also need to follow through a complicated progression of different screens. Its going to take me months to do this using the X-Window system. Help!"

Solution: LOOX is the ideal solution! In addition to your application, you will be able to create a customized graphical editor very easily. This way, each plant may customize their own interface. And if certain schematics need to be changed later on, your end users will be able to modify them without taking up your precious time. It would take less than 1 week to design this type of interface with LOOX.

Problem: "A client just commissioned our company to design a remote control application for a new device. Of course, he also wants it yesterday. I already use a Motif GUI builder, but this application must have the look and feel of the actual device, so that the user won't need any training."

Solution: LOOX was designed specifically for programmers who need life-like graphics in their applications and have tight deadlines. With LOOX, it is easy to design interactive objects that will display real-time information or enable the user to control the program, and it can be done in a greatly reduced amount of time. In addition, the interface may be modified at any moment in the development cycle, or even long after it is completed! Once an interface object is defined, it can be used in other applications, reducing your development time even more.

Problem: "I need to design a process control application to monitor a pay phone network. This is a critical application which must update maps created from a database very quickly. I know I want to use the Motif library for my interface, but I'm afraid it won't be user-friendly."

Solution: LOOX's object-oriented design makes it very easy to create graphical objects based on database information, and you don't have to be afraid of having to learn something new; LOOX's Motif-like principles and syntax allow any Motif programmer to program with LOOX virtually immediately. In addition, LOOX is the perfect complement to a Motif GUI builder.

The Product

Object-oriented development has not only become the norm, it is fast becoming a requirement. In addition, attractive and intuitive interfaces are in greater demand because they require little or no end-user training. LOOX was designed to make it easier for today's X developers to satisfy these demands.

LOOX offers you the corporate solution for interactive graphics. More and more companies are choosing an object-oriented strategy and are coming to rely on intuitive graphical interfaces. LOOX Software is dedicated to bringing you the latest in object-oriented graphics.

With LOOX you get LOOX*Lib*, an object-oriented C library including vector objects and 2-D and 3-D chart functions. With it, you can create and control the behavior of any graphical object.

In addition to LOOX*Lib*, we provide you with LOOX*Maker*, an interactive, user-friendly graphic editor. LOOX*Maker* makes it easy for you or even your end user to design a custom interface. It was developed with the LOOX function library, making LOOX the ideal tool to design customized graphical editors. With LOOX*Maker*, you can cut the development time of your graphical interface to a minimum.

Industry Standards

LOOX uses the X-Window system, so your applications are compatible with this multi-platform standard. For future version, you will only have to recompile your applications with the equivalent version of LOOX, and they will run without having to change one line of code. LOOX will satisfy your development needs in the present and future.

Easy To Learn

LOOX*Lib* uses mechanisms and syntax similar to those found in Motif widgets, making it easy to learn. LOOX*Maker* is a complete graphical editor and contains all the functions of a traditional graphical editor: copy/paste, duplicate, foreground/background, etc. In addition, LOOX provides you with an intuitive on-line manual, including a complete tutorial. You can have your first LOOX application up and running in one day.

Event Programming - Interactive Graphics

With LOOX, you can create any graphic object: vector drawings, bitmaps, text, etc. LOOX also has special objects called dynamic links to link your objects together. Animation capabilities are available without any programming. Because all objects are designed to be interactively created or modified, graphical editors can be designed almost instantaneously. The possibilities are endless.

LOOX automatically attributes a set of *methods* to each graphic object you create. These methods control the appearance and behavior of the object in reaction to an event, such as a mouse click. It is very easy to customize these methods so that your object behaves exactly as you want it to. In addition, your objects and defined methods may be saved and reused in any future application.

Real Time Data Display

LOOX provides you with various objects to display real-time data: graphs, area charts, histograms, 3-D charts, and more. Just tell LOOX where the data are located, and it does all the work, including defining axes, graduations, dimensions, colors, etc. Of course you always have the option of defining these parameters yourself.

Open Architecture

LOOX enables you to port your applications to most UNIX platforms in a matter of minutes.

With LOOX, you can import graphic images in xwd format, as well as export files in encapsulated PostScript format. You can them import your screens into other programs, a word processor for example, or print them on a color or black and white PostScript printer.

Features

- ✔ Object-Oriented
- ✔ Powerful 200 function C library
- ✔ Intuitive graphical editor
- ✔ Real time data display
- ✔ 2-D and 3-D chart display
- ✔ Animation features
- ✔ Interactive development cycle
- ✔ Complementary to any Motif GUI builder
- ✔ Multi-platform
- ✔ Fast and easy to learn

LOOX is the ideal tool for

- ■ Process Control
- ■ Network Monitoring
- ■ Simulation
- ■ Instrumentation
- ■ Financial Analysis
- ■ Command and Control
- ■ Energy Management
- ■ Earth resources

LOOX Software is proud to offer the following services:

- ✔ Reliable Technical Support
- ✔ Customer and Group Training
- ✔ Interface Prototyping
- ✔ Custom Application Development

System Requirements

Hardware
Sun SPARC, HP 9000 series 300/400
700/800, IBM RS 6000, DEC, SGI
PC 386/486

Operating System
SUN OS 4.1.1 or later, Solaris 2.3 or later,
HP-UX 9.0, AIX 3.2 or later,
IRIX 4.0.5, OSF/1, Solaris PC, SCO, Unixware

Window System
Motif 1.1 or later, X11R4, X11R5, X-Terminals

Disk
10MB (development only)

Memory
16MB