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**DATA DISPLAY GROUP**

**Artista Software Development Kit (SDK)**

Artista Software Development Kit (SDK)

Mit dem Artista Software Development Kit (SDK) für Windows und Linux Systemumgebungen lassen sich Artista TFT Controller einfach in bestehende oder neue Anwendungen integrieren. Das SDK stellt in Bibliotheken eine umfangreiche Sammlung von Funktionsaufrufen für Artista Controller zur Verfügung (z.B. für die Bildübertragung, das Ein- und Ausschalten des Bildschirms, die Einstellung der Bildschirmhelligkeit). Detailkenntnisse der Hardware sind zum programmieren nicht erforderlich. Im Kaufpreis ist eine Supportpaket für 30 Tage sowie ein Softwareupdate für 1 Jahr, jeweils ab Lieferdatum enthalten.

With the Artista Software Development Kit for Windows or LINUX system environments, customers can easily integrate Artista TFT Controller into their applications. The SDK offers libraries with comprehensive function calls for Artista Controllers (i.e. to transfer images, to switch the backlight on/off, to set the display brightness). There is no need for the programmer to deal with hardware details. The total purchase price includes a support package for 30 days and a free software update for 1 year, each starting with the day of delivery.

#### Bestellinformation:

SW-01-008R1.1	Artista SDK für Windows inklusive 30 Tage Support, 1 Jahr Softwareupdate	1.950.- €
SW-01-012	Artista SDK für Linux (Quellcode) inklusive 30 Tage Support, 1 Jahr Softwareupdate	1.950.- €
DL-01-001	Gold Level Support 6 Monate, 24h Reaktionszeit an Arbeitstagen	2.690.- €

#### Order Information:

SW-01-008R1.1	Artista SDK for Windows 30 day support included, 1 year free software update	1.950.- € / \$ 2.630.-
SW-01-012	Artista SDK for Linux (Source code) 30 day support included, , 1 year free software update	1.950.- € / \$ 2.630.-
DL-01-001	Gold Level Support 6 months, 24h response time on work days	2.690.- € / \$ 3.630.-

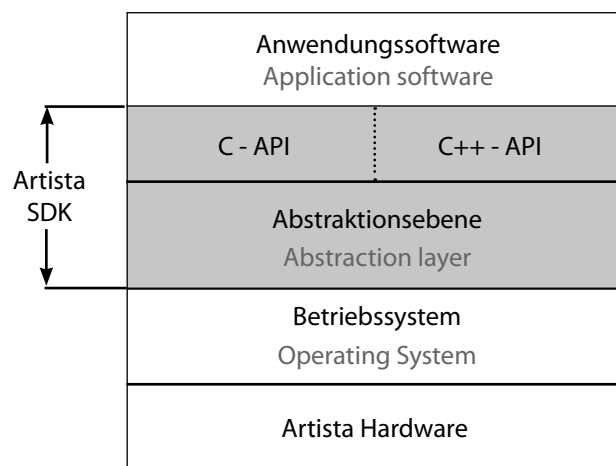
# Was leistet der SDK

## What does the SDK offer

- Der SDK schließt die Lücke zwischen der Anwendungssoftware und der Artista Hardware.
- The SDK closes the gap between the application software and the Artista hardware.
- Der SDK enthält eine umfangreiche Dokumentation und Beispielprogramme.
- The SDK is well documented and contains programming samples.
- Der SDK enthält ein API (Application Programming interface) für Artista Controller.
- The SDK includes a high level API (Application Programming interface for Artista Controller.
- Der SDK hat eine C und eine C++ Schnittstelle für die Anwendungssoftware.
- The SDK offers a C and a C++ interface for application software.
- Der SDK enthält dlls und statische Bibliotheken für dynamisches oder statisches Linken.
- The SDK includes dlls and static libraries for dynamic and static linking.

Die vollständige Dokumentation ist im Download-Bereich von [www.distec.de](http://www.distec.de) verfügbar.

The complete documentation is available in the download section at [www.distec.de](http://www.distec.de)



**SDK, grundlegende Struktur**  
**SDK, basic structure**

# Vorteile

## Advantages

- Schnelle und einfache Integration von Artista Controllern in bestehende oder neue Kundenanwendungen.
- Fast and easy integration of Artista Controllers into existing or new customer application.
- Das API ist für die TFT Controller ArtistaNET und ArtistaUSB identisch.
- Identical API for the ArtistaNET and ArtistaUSB TFT Controllers.
- Effiziente Produktevaluierung durch schnelles Prototyping
- Efficient product evaluation through rapid prototyping.
- Betriebssystemunabhängige Entwicklung der Anwendungssoftware durch identisches API für Windows und Linux.
- Platform independent development of application software with identical API for Windows and Linux.
- Zeit- und kostensparende Softwareentwicklung durch High Level API
- Time- and costsaving software development through high level API
- Bei einer Hardware- oder Firmwareänderung der Artista Controller muss die Anwendungssoftware nicht angepasst werden (Abstraktionsebene).
- No need to adapt the application software if the firmware or hardware of the Artista Controllers has been changed (abstraction layer)

# Tools und Systemvoraussetzungen

## Tools and system requirements

### Windows:

#### Supported Software Development Tools

Wir liefern MS VS 2005 Projekt- und Solution-Dateien. Der SDK kann auch mit früheren oder späteren Versionen von Visual Studio oder anderen Windows C Compilern genutzt werden. Die SDK Bibliothek steht als compilierte Datei, die C++ Bibliothek im Sourcecode zur Verfügung .

#### Systemanforderungen

Windows XP mit Service Pack 3, Windows Vista mit Service Pack 1 oder Windows 2003 Server mit Service Pack 2.

#### Supported Software Development Tools

We are providing MS VS 2005 project and solution files. The SDK can also be used with earlier or later versions of Visual Studio or with other Windows C compilers. The SDK library is prepared for standard C linkage, the C++ library is provided as source code.

#### System requirements

Windows XP with Service Pack 3, Windows Vista with Service Pack 1 or Windows 2003 Server with Service Pack 2.

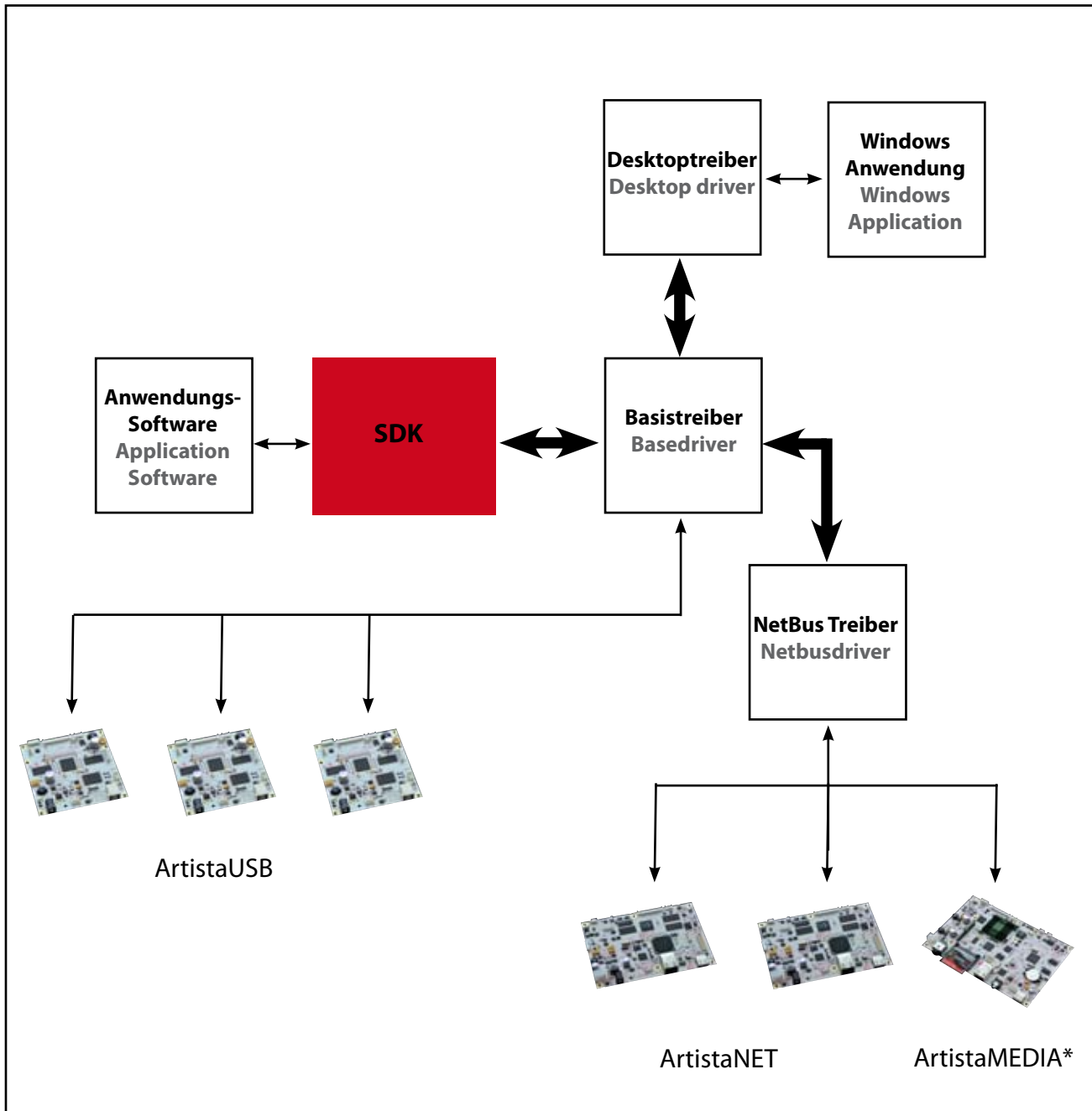
### Linux (available: April 2009):

Der Artista Linux SDK wird als „autotools source code distribution“ geliefert und ist für eine breite Palette von Linux-Systemen verwendbar. Der Artista Linux SDK ist mit Kubuntu 8.04 auf einer x86 Plattform getestet.

The Artista Linux SDK is provides as autotools source code distribution for a wide range of Linux systems. The Artista Linux SDK is tested with Kubuntu 8.04 on x86 platform.

# Softwarestruktur für Windows

## Software structure for Windows

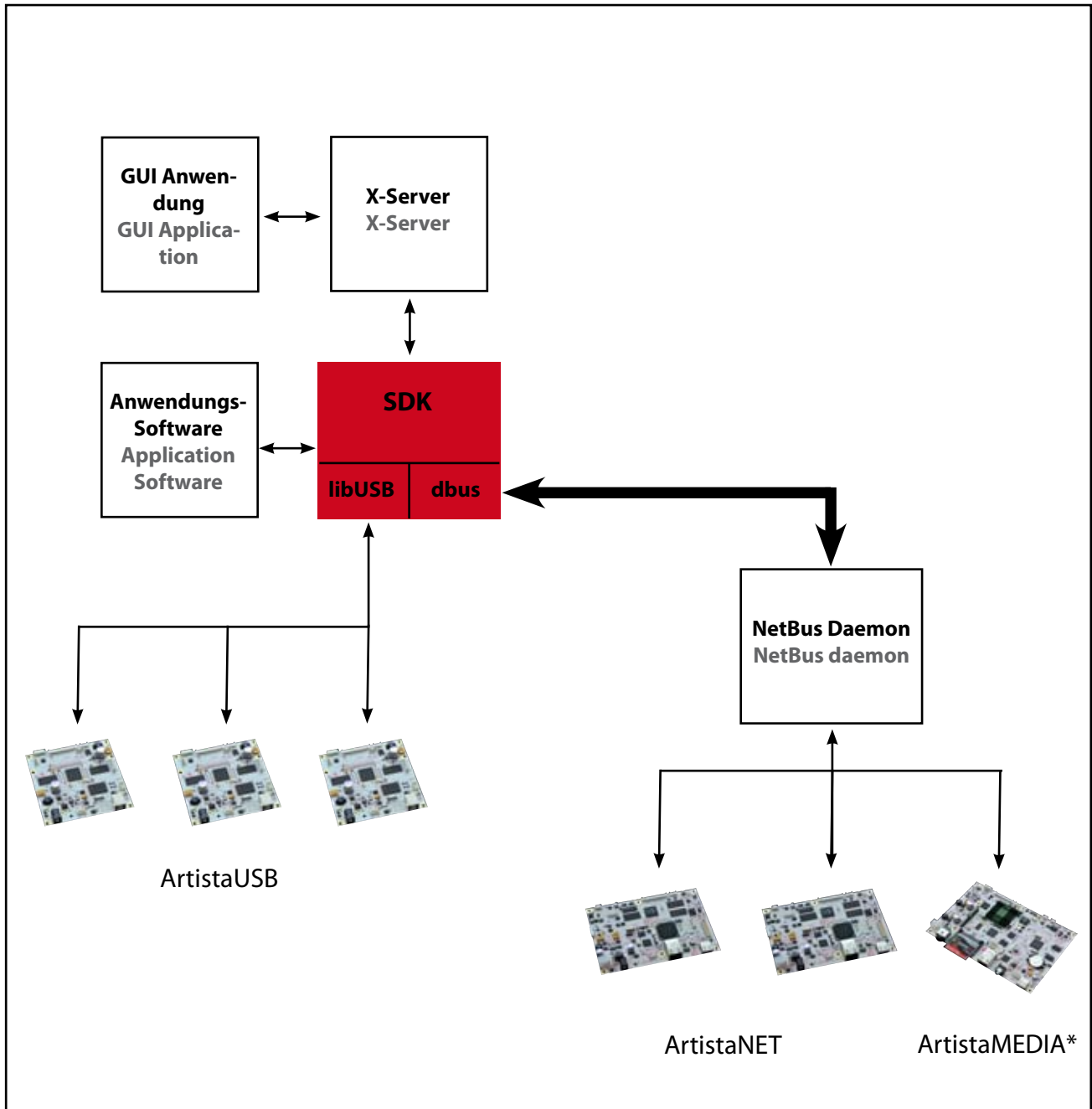


\* Verfügbare Funktionen für ArtistaMEDIA: Video-Upload, Bildschirm ein/aus und Einstellung der Bildschirmhelligkeit.

\*Available functions for ArtistaMEDIA: Video upload, panel on/off, brightness control.

# Softwarestruktur für Linux

## Software structure for Linux



\* Verfügbare Funktionen für ArtistaMEDIA: Video-Upload, Bildschirm ein/aus und Einstellung der Bildschirmhelligkeit.

\* Available functions for ArtistaMEDIA: Video upload, panel on/off, brightness control.

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18. Clauses that survive termination: Sections 2, 5, 6, 7, 8, 12, 19, 20 and 21 shall survive the termination of this Agreement, however Sections 5 and 6 shall not survive if the Agreement is terminated for cause.
19. Entire Agreement: This Agreement constitutes the complete agreement between the parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein. No modification of this Agreement will be effective unless contained in a writing executed by an authorized representative of

each party. No term or condition contained in Licensee's purchase order will apply unless expressly accepted by Data Display in writing. If any provision of the Agreement is found void or unenforceable, the remainder will remain valid and enforceable according to its terms. If any remedy provided is determined to have failed for its essential purpose, all limitations of liability and exclusions of damages set forth in this Agreement shall remain in effect.

20. Confidentiality: Each party acknowledges that during the Initial Term of this Agreement it will have access to information about the other party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other party, and the value of which would be significantly reduced if disclosed to third parties (the „Confidential Information“). Accordingly, when a party (the „Receiving Party“) receives Confidential Information from another party (the „Disclosing Party“), the Receiving Party shall, and shall obligate its employees and agents and employees and agents of its affiliates to: (i) maintain the Confidential Information in strict confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each party shall take reasonable measures to protect the Confidential Information of the other party, which measures shall not be less than the measures taken by such party to protect its own confidential and proprietary information. „Confidential Information“ shall not include information that (a) is or becomes generally known to the public through no act or omission of the Receiving Party; (b) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (c) is developed by the Receiving Party or by persons who have not had access to the Confidential Information of the Disclosing Party; (d) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (e) the Receiving Party is legally compelled to disclose the information, in which case the Receiving Party shall assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to protect against and prevent disclosure of any Confidential Information and to limit the scope of disclosure and the dissemination of disclosed Confidential Information by all legally available means. The obligations of the Receiving Party under this Section shall continue during the Term and for a period of twelve (12) months after expiration or termination thereof; provided, however, that with respect to trade secret information, the obligations of the Receiving Party under this Section shall continue as long as such information remains a trade secret under applicable law.
21. Governing law, legal venue: This Agreement shall be construed, interpreted and governed by the laws of Germany, the legal venue to be Munich City Court („Amtsgericht“). Data Display reserves all rights not specifically granted in this Agreement.

#### Appendix 1:

##### 1. Parts of the Licensed Software that are permitted for distribution („Redistributables“):

- The Licensed Software's main and plug-in libraries in object code form

##### 2. Parts of the Licensed Software that are not permitted for distribution include, but are not limited to:

- The Licensed Software's source code and header files

- The Licensed Software's documentation

#### Appendix 2 (Plattformen):

Windows       Linux       (please mark with a cross)

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Organisation

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Title

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Name

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Signature