

EB Assist ADTF 2 Developer Training

Get familiar working with EB Assist ADTF

The EB Assist ADTF developer training targets all EB Assist ADTF users who have to develop new modules by using EB Assist ADTF and its SDK. This training provides detailed information on the architecture and the different layers of EB Assist ADTF. The users will learn how to build their own modules from the scratch, adding new hardware devices and create visualization based on OpenGL and Qt. Additionally, the implementation of services and the interaction between services and their usability is explained in detail.

Your Benefit

- Detailed information about EB Assist ADTF, its architecture, layers etc.
- Ability of building own modules from the scratch
- Background information of implementation, services and usability
- After the training participants know how to develop new modules using EB Assist ADTF in a professional way

Duration

3 days

Conditions

C++-Knowledge required

Content

- EB Assist ADTF Overview
 - Components and user interface
 - Create, load and start a configuration
- Basic filter implementation
 - Properties and startup
 - Data processing
 - Processing filter with synchronization of pins
- Timestamps & threads
- Device filter
- Introduction of services
- Communication and settings
- Display implementation
 - Qt display filters
 - OpenGL display filters
- User interface services
- 3D Scene Graph Display