

WebC

Embedded Web Browser and GUI Development Kit

Features

- Written in Portable 'C' and 'C ++'
- Runs Standalone
- Small Footprint
- Callback Mechanism for GUI Events Processing
- Dynamic User Interface
- Portable Graphics Layer
- Comprehensive Documentation

Applications

- Set Top Devices
- Portable devices connecting to a central server
- Data collection devices
- Information kiosks
- Point-of-sale terminals
- Voice over IP Phones
- Handheld diagnostic tools
- On-screen display menus

EBSnet's WebC Embedded Web Browser and GUI Development Kit is a powerful tool for developing embedded Graphic User Interface applications. WebC is ideal for creating interactive screens and other GUI devices. Developers have the flexibility of programming in 'C' while creating user interfaces within a small footprint. Version 2.5's runtime graphics driver binding allows developers to change graphics libraries without re-compiling the core browser code.

FUNCTIONALITY HIGHLIGHTS:

EBSnet's WebC maintains a small footprint, making it ideal for embedded devices. WebC can run with or without an RTOS, Network stack, or file system.

Simple Development Environment:

EBSnet WebC is portable to any OS, any CPU. EBSnet's RTPlatform makes it simple to port WebC to new platforms by providing a clean interface to system functions - and because this interface is fixed, the WebC core files need not be re-compiled every time it is ported to a new system. Browser-level event handling allows a greater level of integration between WebC and the system into which it is embedded.

Developed for GUI and Web enabled applications in any industry/market, WebC's added CSS/2 and improved DHTML support allows content developers to create user interfaces that can do more visually and behavior-wise, in a standards compliant manner. The output results can have the look and feel of other browsers.

Extreme Portability:

WebC's runtime graphics driver binding allows developers to change graphics libraries without re-compiling the core browser code. A full GUI SDK is not necessary - WebC needs only graphics primitives and an output canvas to create high-quality rendered HTML.

An efficient graphics porting layer adds flexibility; WebC ports easily to any graphics library.

Drop-in solutions available for:

- Segger Microcontroller Systems emWin GSC
- Swell Software's PEG
- Nucleus GRAPHIX
- Microwindows/Nano-X

WebC supports:		
HTML 4.01	HTTP 1.1	Cookies
CSS Level 1	JavaScript 1.4	SSL
DOM Level 1	Unicode Fonts	CSS Level 2

Requirements:

Any 32 bit, 30+ mhz processor with 1mb ram available.