

Nuvation was searching for a flexible software framework that could run smoothly on low complexity hardware, when they fell across one of our TouchGFX videos. Senior Design Engineer, Murat Ozkan, instantly became intrigued, as TouchGFX enabled a fully customizable look and feel with few resources needed:

“TouchGFX allowed us to design a fully custom look and feel for our UI that would allow us to rely on the skills of a graphic designer and not a programmer to achieve the highest quality aesthetics. It afforded the most flexibility on low resource hardware and the licensing cost was reasonable.” – Murat Ozkan, Senior Design Engineer, Nuvation Engineering

For the ventilator’s UI, OneBreath had chosen NXP’s LPC 4357 with a Cortex M4 and M0 dual core. The two-chip solution enabled the creation of a solid and secure product.

Collaboration Across Continents: One Team, One Goal

Convinced that TouchGFX could bring their ventilator outstanding graphics and smooth animations with minimal resource and power consumption, OneBreath contacted us about the offer to collaborate on the project’s UI – we happily accepted.

“Collaboration with the TouchGFX team was very important to us. Having a team onboard that knew everything about the software, made the development process much more efficient. Everything from implementing graphics to auto scaling was done much faster, and we were able to concentrate fully on the medical and technical aspects of developing the ventilator.” – Matthew Callaghan, OneBreath

All the graphics work for the ventilator project was done by a graphic designer in-house at OneBreath in California and sent to our team in Denmark, who created a touch based and simple UI with high-end graphics that were easy to understand and navigate.

“Being a part of developing a product like OneBreath’s is really exciting. It will undoubtedly be an invaluable asset for many people around the world that don’t have access to affordable, high precision mechanical ventilation.” – Martin Kjeldsen, Software Developer, Draupner Graphics

Even though our teams were working from separate continents, we managed to establish a solid foundation between OneBreath, Nuvation, and our TouchGFX team:

“We were not hesitant with entering into a collaboration with the TouchGFX team, as we were used to working in teams across continents. Working with the TouchGFX was the right choice for us and it has optimized our development process and helped bring an amazing end-product to market” – Matthew Callaghan, OneBreath

The development of OneBreath's ventilator is in its final stages, and will be wrapped up for release at the end of 2016!

Embedded Graphic Technology

TouchGFX is a software framework that enables high-end graphics on microcontrollers. It breaks existing restraints and sets you apart by letting you create high-end graphics that fully live up to today's smartphone standards with a low cost per unit and a long battery life. By staying at the forefront of innovation and technological development, TouchGFX offers clients the best possible solution for their UI development projects. TouchGFX is available via EMPROG in the US & Canada.

"Having Emprog as our TouchGFX distributor will ensure the right way to expand our software framework in the Americas and make it the industrial standard for embedded display solutions. We believe that Emprog's solid team and well-established reputation for technical competence will help clients in these locations bring innovative solutions to market using TouchGFX." - Jørgen Mygind, Business Development Manager at Draupner Graphics.

Emprog is located in the heart of the Silicon Valley, California. The team has a cumulative experience of over 30 years in selling, marketing and supporting tools and complex software solution for the embedded market in the Americas. Emprog has the capability of providing direct support on most known development tools both open source as well as proprietary development environment.

For more info about OneBreath : <http://www.onebreathventilators.com/>

For more info about TouchGFX : <http://touchgfx.com/>

For more info about Emprog : <http://www.emprog.com>

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