This document is part of the AMM presentation material.

Demonstration of HMI-Framework

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Demo "Changing Policy DB"

➢ **Priority Feature for EE**
    PolicyA "1 app for 1 screen"   → "Changing Policy DB"

➢ **Others Feature of HMI-Framework**
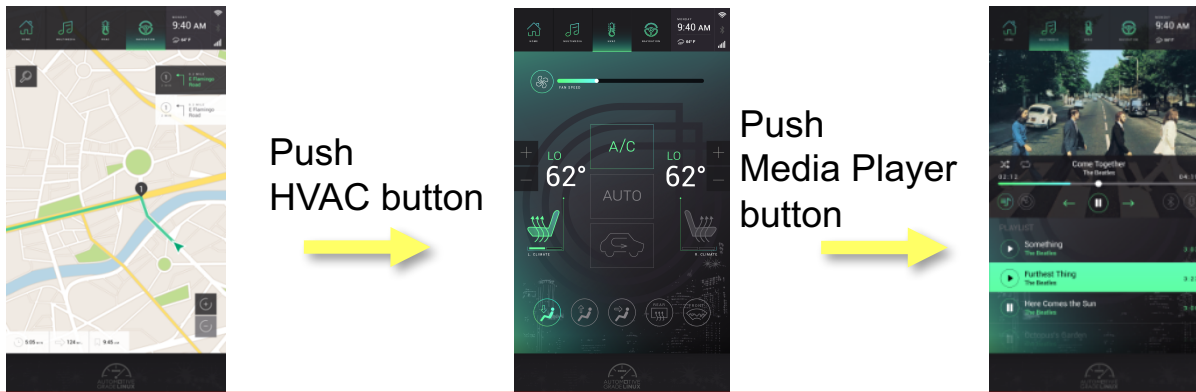   PolicyB "2 apps for 1 screen"   → "Arbitration of WindowManager
    Pop-up display   → "Arbitration of SoundManager

Demo "Changing Policy DB"

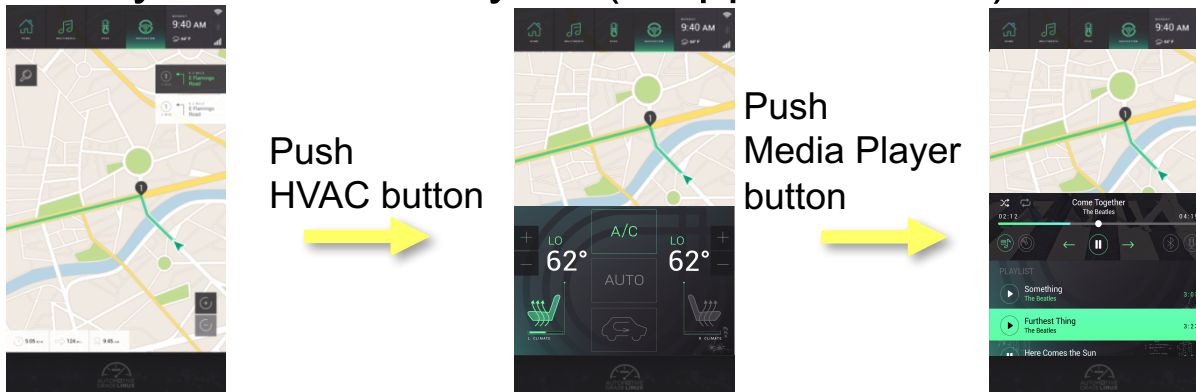➤ Use case: *NEW*

Changes behavior according to Policy DB update.

Policy A：Screen layout (1 App: 1 screen)

Push
HVAC button

Push
Media Player
button

Step1:

screen changes

according to Policy A.

Policy B：Screen layout (2 App: 1 screen)

Push
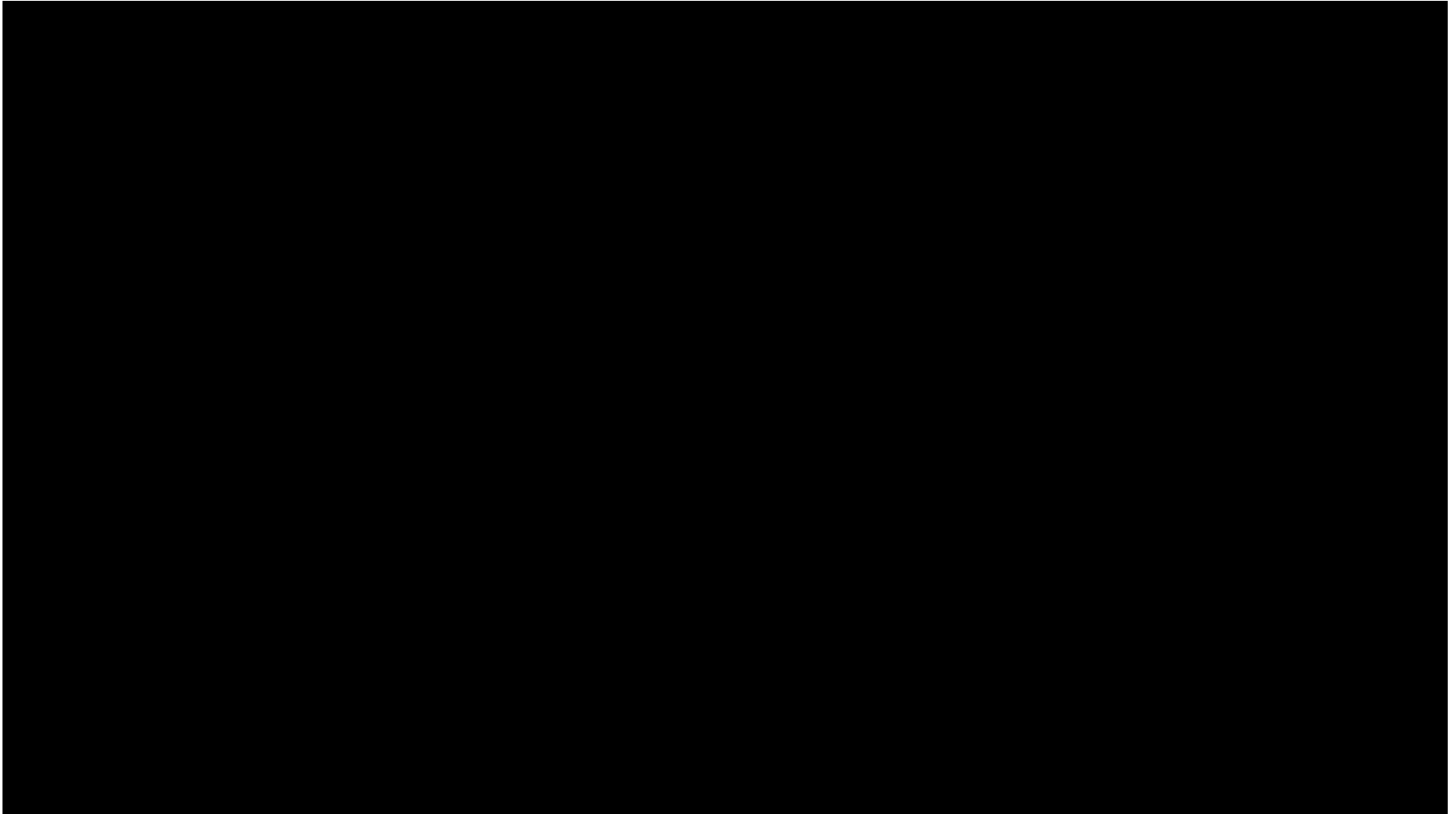HVAC button

Push
Media Player
button

Step2:

Changed from Policy A to Policy B.

And restart the system.

Step3:

screen changes

according to Policy B.

※In this demonstration, "simple-egl" is used instead of "map" of native app.

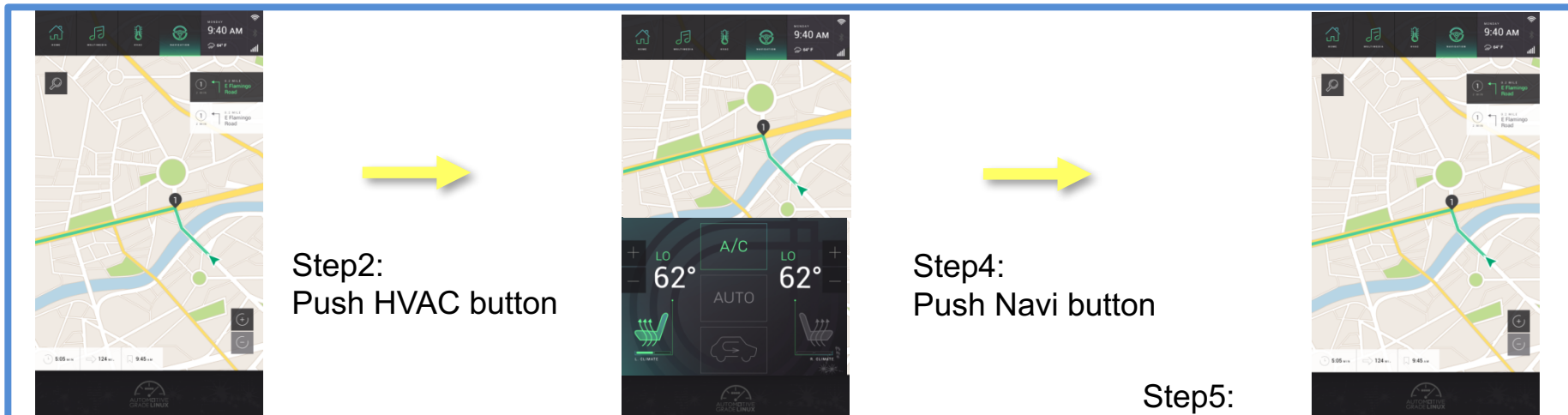# Demo "Changing Policy DB"

Demo "Arbitration of Window-Resources"

➢ Use case：
Both Map and HVAC are displayed by choosing HVAC App
while Map is displayed during driving.

・ Window Manager lays map in upper row and other App in lower row *NEW*
・ As Apps display capability, Map and HVAC have Normal and Half size

Step1:
Map is displayed on the screen.

Step3:
Layout pattern is changed by the result that arbitrated
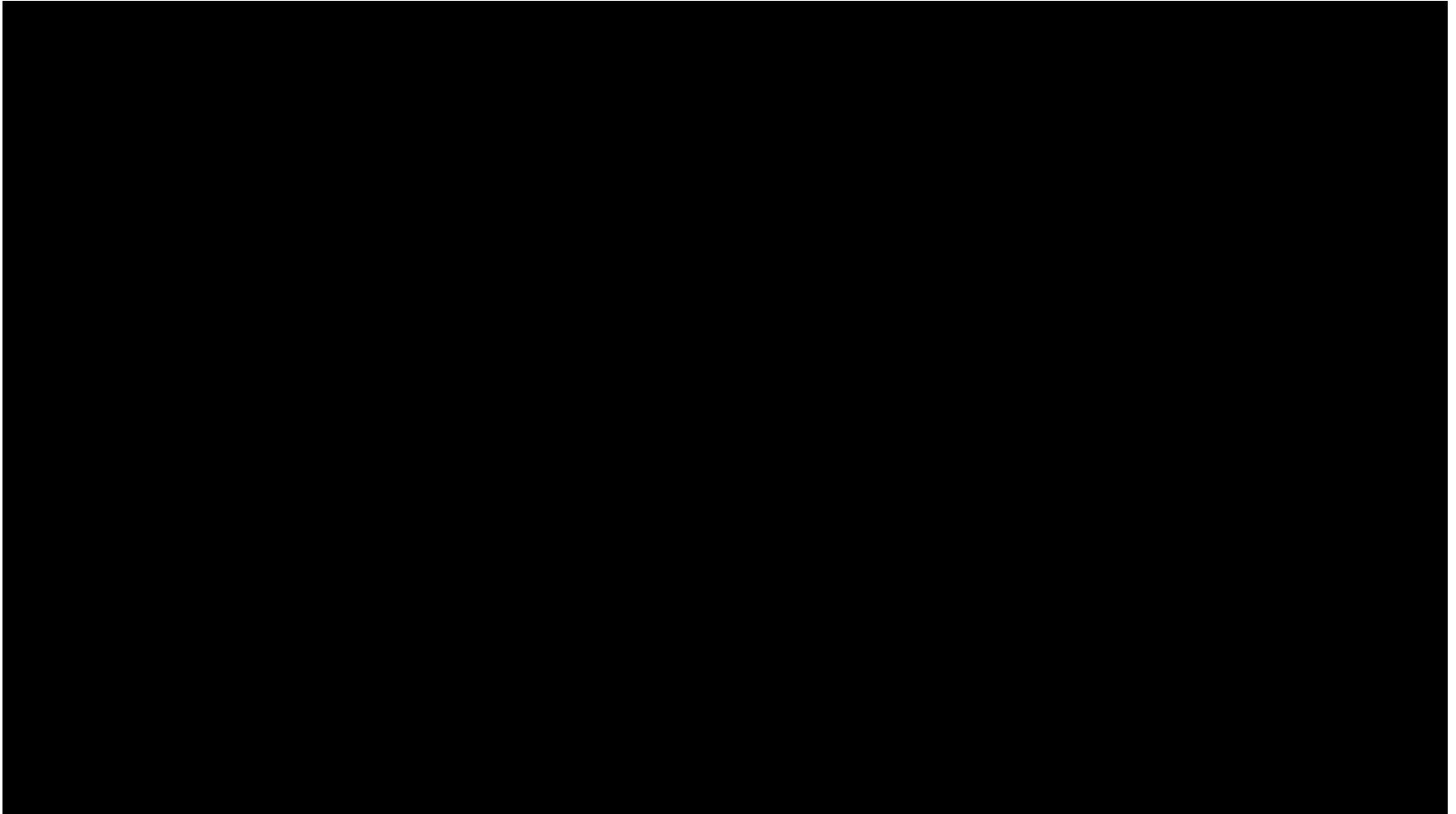Window-Resources. Then two apps are displayed.

Step2:
Push HVAC button

Step4:
Push Navi button

Step5:
Map is displayed in normal size.

※In this demonstration, "simple-egl" is used instead of "map" of native app.

Demo "Arbitration of Window-Resources"

Demo "Arbitration of Sound-Resources"

➢ Use case：
　1.When user chooses different audio source(Media Player)
　　with current one(Radio), Radio stops or pauses and Media Player plays.
　2.At phone-call incoming during outputting sound, ringtone is outputted
　　by a specific speaker.

　・ Sound Manager holds previous state (Play, Stop) of App,　　*NEW*
　　then when App is called again, App returns in previous state
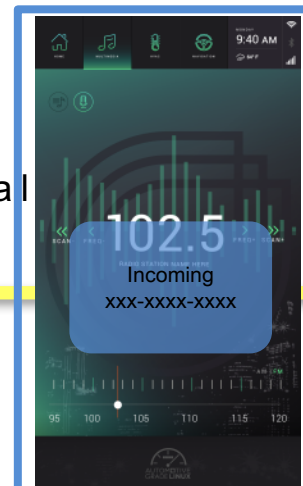
Step1:
Sound of Radio
is outputted

Step3:
Sound of M.P.
is outputted

Step5:
Ringtone is outputted by a specific speaker
by the result that arbitrated Sound-Resources

Step7:
Sound of Radio
is outputted again

Step2:
Push M.P.
button

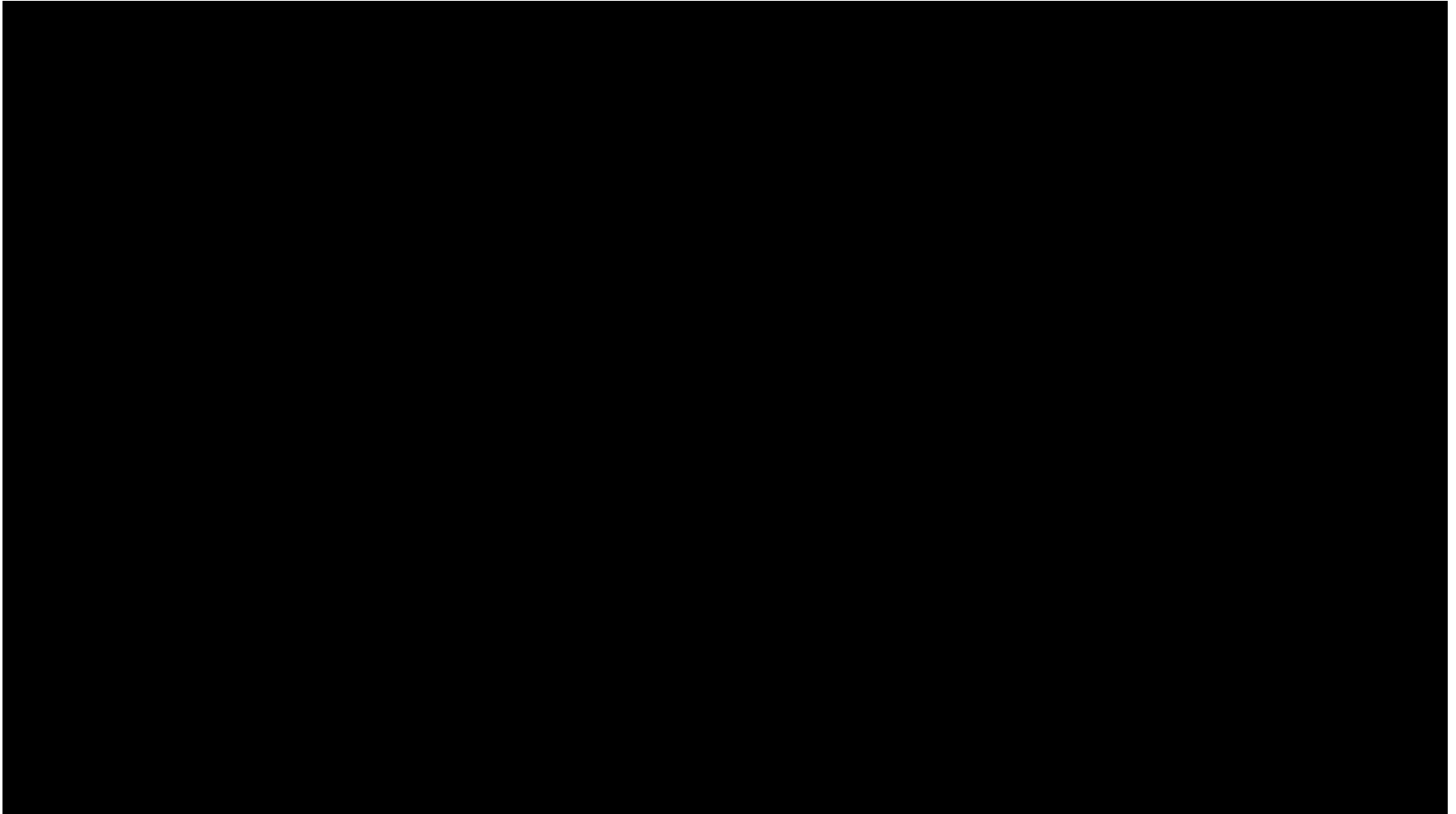Step4:
Phone-call
incoming

Step6:
Ringtone
stops

Incoming
xxx-xxxx-xxxx

Front-Right

Demo "Arbitration of Sound-Resources"

Structure of demonstration

- Built software for AGL 5.0RC1 on M3
- Demonstration's Apps are based on Apps of CES2017
- HMI-Framework supports AFB
- Choose Qt for Req.①
- Choose Audio Manager(Genivi) for Req.②, Window Manager is newly developed
- Window Policy DB is ZIPC format, Sound Policy DB is Genivi format for Req.③

HomeScreen	Media Player	Radio	Navi *Native App assuming navi	Phone

① **Qt** Qt (GUI-lib)

HMI-Manager

② Window Manager ③

Policy Manager（ZIPC）↔ Policy DB（ZIPC）

② Sound Manager ③

Policy Manager（Genivi）↔ Policy DB（Genivi）

HMI-FW

AGL for ver5.0 RC1

R-Car M3