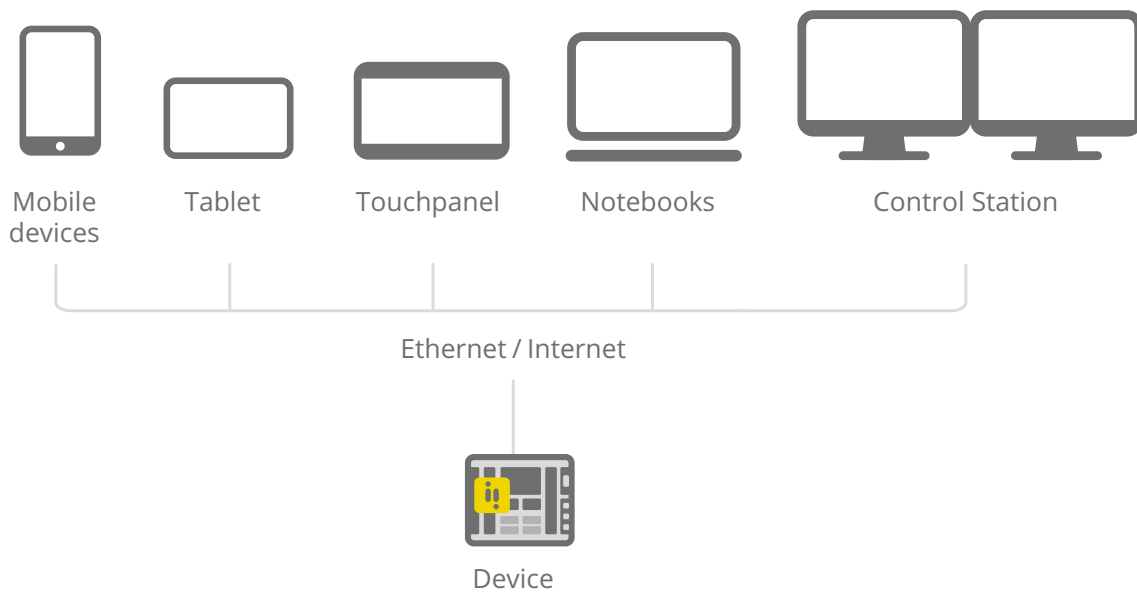## atvise® embedded

Right in the middle instead of on the sidelines

Web server as a basis
The basis of atvise® embedded is a lean web server. It has all the necessary interfaces to access process data, alarms and historical data. The atvise® embedded guidelines we provide make it possible to quickly and easily define sources for the interfaces to display data. Once the interfaces have been defined, the atvise® embedded server is ready and graphically supported engineering of the web HMI can begin.

Extensive modular system
With a wide range of prepared graphic objects, many available dynamizations and responsive-design support, atvise® embedded offers everything needed for the fast and efficient implementation of a web-capable HMI. Once created, a project can be quickly and easily transferred to the atvise® embedded server via our engineering tool. This can happen during operation, without the need to restart the runtime environment at all.

Mobile devices	Tablet	Touchpanel	Notebooks	Control Station

Ethernet / Internet

Device

Intelligent engineering functions

With the atvise builder as an engineering tool, users of atvise® embedded have a wide range of intelligent functions at their disposal.

Graphic objects can be developed in a consistent modular and object-oriented manner. In this way, individual, simple sub-components can be combined to form extensive and complex components. Configurable parameters of higher-level graphic components can be passed on to the sub-components contained together with graphic support.

The interaction logic of individual graphic objects can also be mapped in a modularised way to further increase engineering efficiency. In this way, several graphic objects can use the same logic module.

A change to the logic module has an immediate effect on all referenced graphic objects.
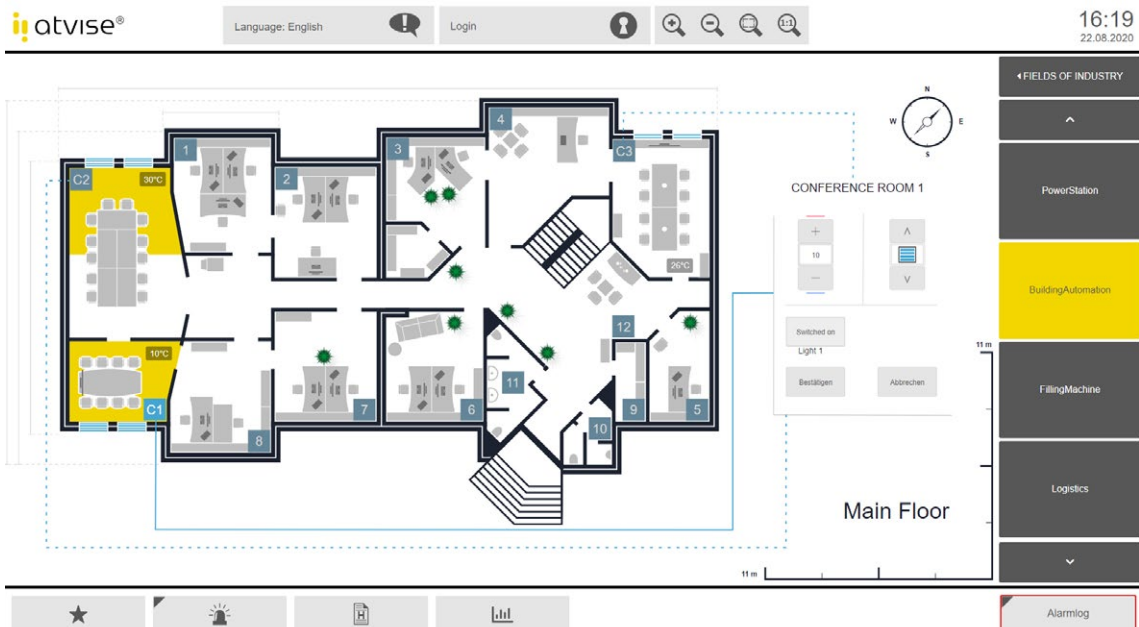
atvise® embedded	
Server	
Installation	A fully implemented application must be compiled for the platform of the target device and subsequently installed
Parallel operation	Yes, several visualizations can be operated on different TCP ports
Sampling interval	Depends on the atvise® embedded implementation
Access security/Security	Yes (user and group administration, HTTPS with SSL encryption)
Server timestamping	Depends on the atvise® embedded implementation
Alarm system	Not included
HIstorisation	Not included
User administration	Yes, your own visualization users with rights and groups
Functional extensions	Depends on the atvise® embedded implementation

atvise® embedded

Client

Installation	No installation necessary
Web browser [1]	• Chrome • Chromium • Firefox ESR • Firefox • Microsoft Edge • Safari Mobile
Process images technology	HTML, SVG, JavaScript
Number of clients	Depends on the atvise® embedded implementation
Zooming	Yes, continuous without loss of quality
Scaling	Yes (automatic adaptation of the resolution to the target device without additional engineering effort)
Vector graphics	Yes, all components of the visualization are based on SVG
Trend	Yes
Operation	Mouse or other pointing device Keyboard (hotkeys configurable) Touchscreen, Multitouch [2]
Multilingual	Yes (online)
Font selection	Yes (online)
Character sets	Any (including Asiatic languages, Cyrillic, etc.)
Embedding of third-party content	Yes (all web browser content: HTML, video, audio, VRML/3D, chat, etc.)
Functional extensions	Full flexibility through use of JavaScript (client side) Application interface (controller side)

Configuration / Engineering

Integration of variables	Depends on the atvise® embedded implementation
Process picture editor fully graphic	Yes (integrated in atvise® builder)
Program editor	Yes (integrated JavaScript editor in atvise® builder)
Page editor source code	Yes (integrated HTML source editor in atvise® builder)
Graphic objects	Primitive: line, polygon, shape (any), rectangle, ellipse, Bezier curve, etc. Widgets: label, text field, table, trend, etc.
Object library	Yes, a comprehensive catalogue of preconfigured standard objects in pure vector graphics (customisable, expandable) includes, among other things, bar graphs, speedometers/gauges, tanks, engines, etc.
Graphics integration	SVG (and all others according to W3C) as well as pixel graphics (PNG, JPG etc.)
Animation types	Text, value, frame colour, background colour, text colour, visibility, operability, size x/y, position x/y, rotation, flashing, distortion, etc.
Graphical possibilities	Any shapes & cut-outs, rounding, simple and complex colour gradients, transparency, semi-transparency (alpha blending), rotation, shading, transformation/change of existing SVG graphics
Interface to the server	HTTP(S), FTP(S)
Import/Export	XML (customer-specific extensions can be implemented)

1) Detailed information on supported operating systems and web browsers can be found at www.atvise.com and accessed in the "System Requirements" area.
2) Multitouch depending on device functionality, operating system and browser version