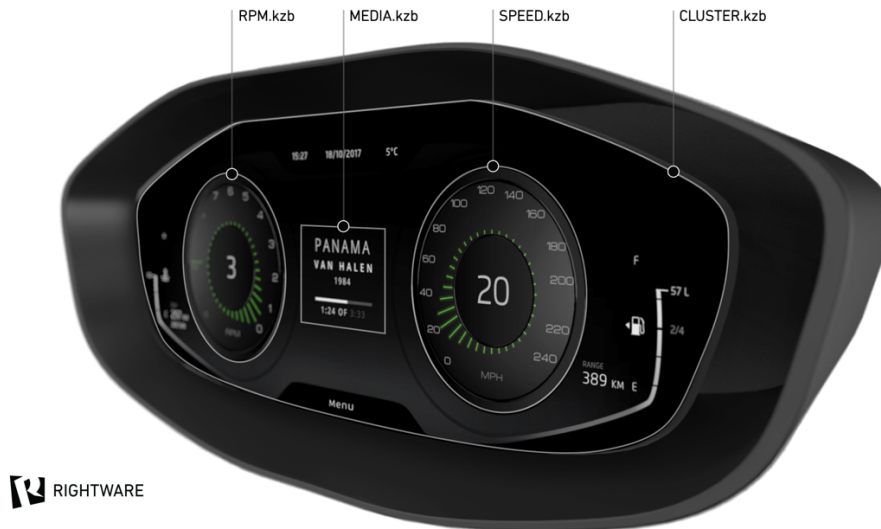


Kanzi 3.6 LTS

User Interface Software

Accelerate time to market and simplify complex HMI projects with Kanzi® UI from Rightware®



At Rightware, we believe designers should be empowered to lead UI development without software getting in the way. By decoupling design and engineering, Kanzi enables creativity and innovation while reducing development cost and dramatically accelerating time-to-market.

Kanzi UI is made up of two major components: **Kanzi Studio** and **Kanzi Runtime**.

Market Success and Ecosystem Breadth

Kanzi is a market-proven solution, deployed in vehicles since 2012. With over 35 auto brands in development or in production, Kanzi is on track to power 20 million cars by 2022.

Kanzi Partner Program is a global ecosystem of industry leaders developing and deploying next-generation HMIs.

Kanzi Studio

For the designer, Kanzi Studio is a modern, integrated workspace offering extensive visualization, layout, and interaction tools. Designers import a wide variety of 2D/3D formats, work seamlessly on composition and interaction design, perform rapid UI prototyping, and export production Kanzi binary (.kzb) files. Asset reuse enables consistent branding across a product line. Easy sharing of resources and assets simplifies collaboration between OEMs, Tier 1s, and their partners.

Kanzi Runtime

For the developer, Kanzi Runtime provides a modular, high-performance execution environment for the binaries generated by UI designers. This engine supports all leading operating systems and hardware platforms out of the box.

This structure enables engineers to focus on developing applications and plugins, instead of spending time on optimization and integration. As Kanzi can co-exist with underlying frameworks such as C/C++ and HTML5 and with existing application code, these benefits can be brought to an existing project or team with minimal disruption.

What's New in Kanzi 3.6 LTS

The latest release continues to deliver performance gains as well as new capabilities to drive ever-greater efficiency into the Kanzi workflow. Release highlights include:

- Multi-Project Support
- CPU Optimizations
- Render Pass Update
- Usability Enhancements
- Long-Term Support

Multi-Project Support

Kanzi 3.6 introduces support for much more complex, multi-team production programs by allowing the codebase to be split into discrete Kanzi Studio projects. This workflow improvement allows one main UI project to reference external projects and display multiple .kzb binary files, simplifying integration of contributions across a team or across multiple teams of developers.

CPU Optimizations

The low-level structure of the graphics stack has been reworked to deliver performance improvements. Eliminating redraws when the UI is static increases CPU utilization, and caching the rendering state of objects delivers a 20% FPS increase, on average, for a given CPU. These improvements are delivered entirely in software, and will therefore be seen on all hardware platforms.

Render Pass Update

A new workflow for 3D rendering utilizes narrowly defined, specialized, resolution-independent render passes. Rendering is now easier to configure, and is extensible via custom render pass plugins.

Usability Enhancements

Kanzi 3.6 also introduces new and improved features to enhance usability. For example, the default Kanzi Studio workspace layout has been improved for more immediate productivity; color has been added to nodes and resources as well as preview tools for easier visibility; triggers and animations are easier to access; context menus have been reorganized to show most common commands first; and many other enhancements.

Long-Term Support

Kanzi LTS releases are intended for production projects, as they provide a mature code base with no experimental features, low to zero migration effort between minor releases, critical bug fixes over the production lifetime, performance improvements as needed, and long-term technical support.

Full release notes are available at www.rightware.com/kanzi-releases/.

Also Available

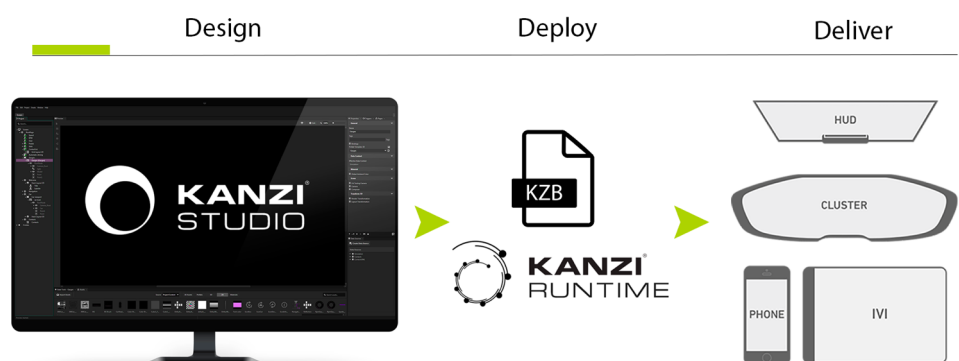
Kanzi Lite brings the same workflow and creativity benefits to UI development on lower-cost microcontroller or SoC platforms with no GPU. Supporting 2D graphics, Kanzi Lite includes a low-footprint Kanzi Runtime.

Kanzi Performance

Analyzer provides deep insight into SW and HW platform performance, allowing the right cost-vs-performance tradeoffs for each project.

Kanzi Safety is an optional module providing a safety-critical UI pipeline, delivering functional safety compliant with ISO 26262 Part 6 ASIL levels A and B.

Design Services are available to help customers with project implementation, design of 2D and 3D assets, and development of plugins such as those for access to data sources (e.g. the CAN bus), maps & navigation, a particle system, and stereoscopic 3D.



Rightware provides tools and services for development of advanced digital user interfaces to over 35 automotive brands. The Kanzi philosophy is based on designer empowerment, prioritizing ease of use, rapid prototyping, workflow efficiency, high performance, and cross-platform support. As a Thundersoft company, our combined skills and assets allow us to deliver fully integrated HMI solutions, engineering support, and design services for automotive customers across the globe. Rightware is headquartered in Finland with a presence in the US, Germany, the UK, Italy, China, South Korea, and Japan.