

GINO v7.5

GINO is a 2D/3D development platform for creating complex interactive graphics applications. Its extensive range of graphics and GUI features are specifically aimed at engineers looking for ease of use and powerful functionality.

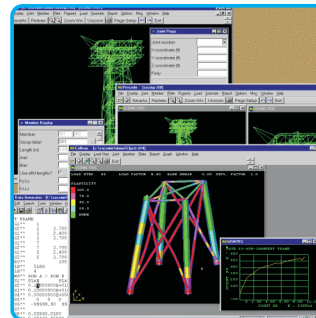
GINO is used as the graphics engine in hundreds of commercial and in-house products in industries such as:

- ◆ Aerospace
- ◆ Ocean Research
- ◆ Utilities, Oil & Gas
- ◆ Defence
- ◆ Education & Research
- ◆ Semiconductors
- ◆ Marine/Offshore
- ◆ Environment
- ◆ CAD/CAM
- ◆ Surveying
- ◆ Mining
- ◆ Electromagnetics

GINO

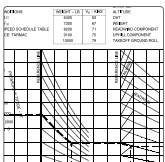
The core GINO library contains over 450 functions covering all the basic elements required for low-level application design. 2D, 3D and OpenGL primitives are all included in a compiler and operating system independent way to ensure rapid development and deployment regardless of the system in use.

GINO can utilise its own window-creation mechanism, but is best used within another development system such as GINOMENU or Visual Studio where the graphics can be sent to a variety of destinations such as a bitmap, picture-box, window or of course system printer.



GINOGRAF - 2D Data Display

GINOGRAF is geared towards scientific and engineering style output and provides features such as logarithmic axes, Spline and Akima curve drawing and scientific axes labels. Graphs can be produced quickly using one or two calls and then customized with control over all aspects of the final layout.



Because GINOGRAF is used with GINO, user applications can be enhanced by using any of GINO's functionality including different fonts, multiple frames, transformations and interaction.

GINO

General Primitives

- 2D and 3D primitives (lines, arcs, etc)
- curve drawing (bezier, splines)
- polygonal windowing & masking
- simple and complex polygonal fill
- colour (true, RGB, HLS, HSV)
- variable line styles, widths and ends
- pixel read, write, copy, transform
- text fitting, justification, super/subscript
- TrueType + 25 software fonts + symbols

Interaction

- pre-defined and user-defined cursors
- rubber line, square, circle cursors
- event handling including mouse movement, window resize, button release, segment hit

Transformations and viewing

- shift, rotate, scale, shear in 2D and 3D
- transformation matrix manipulation
- viewing with zoom, distortion, perspective and parallel control

OpenGL

- facets, bezier surface & volumes
- material properties
- ambient/directional/point/spot lights
- fog, shadows, texture mapping
- cube, box, wedge, sphere, cylinder, etc
- Gouraud shading of textured facets

Picture Segments

- hardware or software display file
- hierarchical structure definition
- visibility, sensitivity, highlighting, colour, drag, intensity, position, name, transformation, deletion

Additional Features

- DXF, PNG, JPEG, BMP, SWF support
- file handling, date/time, registry
- multiple auxiliary bitmaps and windows
- XOR, OR, AND, NOT drawing modes

GINOGRAF

2D Plotting

- histograms, bar, step, area charts
- gantt, vector, scatter diagrams
- line graphs, curve or spline graphs
- error bars, square wave interpolation
- polar charts, pie charts, text charts
- colour scale charts

Axes and Annotation

- discrete, linear, log, polar and date axes
- multiple data-sets and axes per plot

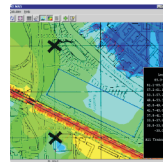


GINOSURF - 3D Surface & Contour Display

3D data can be supplied as a function, as the nodes of a rectangular grid or as a set of randomly-spaced points and different interpolation methods can be used depending on the data set supplied.

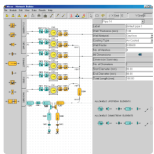
The output of contour maps and surfaces can be enhanced by using triangular interpolation providing higher accuracy, non-rectangular boundaries, faults and break-lines.

Complete drawing routines can be accessed with a single call, or for greater control, GINOSURF provides additional routines to allow complete styling of all aspects of the image, such as frame type, scaling and labelling of axes, line styles and contour annotation control. GINOSURF applications can be enhanced by using GINO features such as professional looking fonts, OpenGL lighting & shading, animation and user-interaction.



Whether your application is terrain analysis, environmental management, seabed analysis or mining, GINOSURF provides the tools you need for the graphical display of your three-dimensional data.

GINOMENU - Programmable GUI Interface



GINOMENU contains over 200 routines for developing user interfaces and includes a whole host of window and widget styles to satisfy the most complex of GUI requirements. A few basic graphics functions are included with GINOMENU, but for any demanding graphics application, other graphics functions can be used from any of the other GINO libraries.

GINOMENU sets itself apart from other GUI API's by including on-the-fly widget creation and control, and adoptable widgets whereby an application can be designed giving the user full control over the look and feel at run-time.

GINOMENU Studio - Drag and Drop Interface Designer

GINOMENU Studio is a fully interactive GUI builder and development environment with visual drag-and-drop design, integrated callback editor, coding-error tracer and run-time project manager.

GINOMENU Studio contains all the most common components from GINOMENU all wrapped up in an intuitive point and click design. Context sensitive F1 help is provided in the designer and code-editor giving quick programmable help to all GINO functions.

GINOMENU Studio can be used for prototyping, or complete application development saving a huge amount of time in understanding, programming and final deployment.

Consulting Services

Bradly Associates' consulting services team have the combination of decades of experience and a portfolio of products to identify and deliver the best solution to your visualization requirements. From one-day assistance to full application development, your technical team will benefit from our unparalleled expertise working with GINO.

Sales & Support

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GINOSURF

3D Display Types

- contour, surface, X-section plots
- line, colour & shaded
- points, grid lines, network overlay

Data Interpolation

- random, gridded or triangulated
- weighted average of points
- weighted least squares
- Clough-Tocher C1 cubic
- constrained network with breaks/faults

Contour Control

- fill or line style attributes
- full control over annotation
- straight line or curve drawn contours
- polyline overlay

Surface Control

- hidden line/surface removal
- height to base ratio control
- polyline overlay, 3D/4D contour overlay
- area/volume & cut/fill calculations
- import DXF polymesh surface

GINOMENU

Windows

- MDI parent and child windows, SDI parent and floating child windows, docking panes, menu bar and menu entries with separators, dockable toolbars

Dialogs/Common Dialogs

- combo-boxes, list-boxes, RTF text entry, value entry, panels, tabbed-dialogs, graphics frames, tree views, table boxes, TTY entry, video input, property lists, File browser, colour selector, print, message box, font selector, calendar, find/replace text

Grids

- cut/copy/paste to Clipboard
- grid control including cell width/height, background colour, axes labels, cell text colour and justification of text

Interaction

- mouse move/position/key detection
- built-in cursors & rubber-band types
- adoptable controls for user-positioning

Other features

- tooltips/bubble help, progress bars, gauges, radio-boxes, spinners, buttons, toggles, check-boxes, sliders, timer callbacks, on-the-fly widget creation, hypertext link callbacks

Compilers/Platforms

Windows

Intel Visual Fortran (32/64bit)
Absoft Pro Fortran (32/64bit)
Compaq Visual Fortran
Salford FTN95
Microsoft Visual C++ (32/64bit)

Linux

Intel Visual Fortran (32/64bit)
Absoft Pro Fortran (32/64bit)
Lahey LF95 Fortran (32/64bit)
GNU gFortran (32/64bit)
GNU g77

UNIX/OpenVMS - on request