

Shared Graphics Module for Multi-display Cockpits

OpenSynergy presents latest release of COQOS Hypervisor SDK

Berlin, February 22, 2018. The Shared Graphics module running on OpenSynergy's COQOS Hypervisor SDK is now available. OpenSynergy is presenting this new technology that reinforces the trend of multi-display cockpits at the embedded world Exhibition & Conference, in Nuremberg from February 26th to March 1st 2018. The extra module added to the COQOS Hypervisor SDK enables to show the output from different software systems merged into one or several displays. The content from the guest OSes can be scaled and moved on the display and onto an unlimited number of other displays. OEMs and Tier1s will benefit from this technology to develop the next generation multi-display cockpits.

COQOS Hypervisor SDK supports most of the state of the art processors and System-on-Chips (SoCs). The separation functionality of the hypervisor makes it possible to integrate systems with very different requirements and criticality on one and the same device. Several guest Operating Systems (OSs), separated in different Virtual Machines created by the hypervisor, share hardware resources such as the Graphic Processor Unit (GPU). The output from the different systems can be shown side by side on one or several screens. The applications running on the guest OSs share their content across an unlimited number of displays. The Shared Graphics module provided by OpenSynergy is running in the driver level software integrated in a guest OS on the COQOS Hypervisor SDK.

A typical use case is an automotive IVI system running different multipurpose systems simultaneously. The output from both guests is visible on the Head Unit display. Specific content from the IVI (e.g. Android) can also be shown in the Instrument Cluster (e.g. Linux-based).

In the demonstrator shown at embedded world, two virtual machines run on the latest COQOS Hypervisor SDK. The setup has a Linux guest sharing the display with latest release of Android Oreo, each integrated into a Virtual Machine. COQOS Hypervisor SDK runs on the Renesas R-Car H3 SoC.

“We invite visitors of embedded world to come and test the Shared Graphics module on OpenSynergy's COQOS Hypervisor SDK”, announces OpenSynergy CEO Rolf Morich. “We are sure that this technology gives OEMs and Tier 1s maximum freedom in their development of multi-display cockpits.”

OpenSynergy will also present COQOS Hypervisor SDK running a Safe Cockpit Controller based on Linux and Android. The concept provides safety by using the guard mechanism developed by OpenSynergy. In addition, OpenSynergy will show the unique hypervisor for microcontrollers, COQOS Micro SDK, integrating multiple AUTOSAR environments into a single body controller. For meetings, please contact Paulina Burczynska by telephone (+49 30 6098 540-60) or via email: Paulina.Burczynska@opensynergy.com.

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About OpenSynergy

OpenSynergy provides software products for the next generation of vehicles. Our hypervisor platforms and product line for vehicle communication pave the way for an integrated driving experience. The company is a market leader in the automotive software industry, especially in the area of hypervisors and Bluetooth.

Our virtualization technologies enable customers to integrate numerous software systems with different requirements on a single hardware, for use cases, such as, Cockpit Controllers, Body Controllers, Smart Antenna, Telematics Units or Multi-Display Entertainment.

OpenSynergy's vehicle communication platforms ensure a reliable, high-quality connection between devices within the car or between the car and the outside world. First and foremost, this includes OpenSynergy's Bluetooth Stack Blue SDK, which is used worldwide a million times over. It enables numerous connectivity functionalities.

Read more on www.opensynergy.com

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