



# Menu Master

The ultimate UI authoring solution

For Mobile Phones, PDA, GPS and any OpenGL® ES device.

Menu Master is a complete User Interface (UI) authoring toolchain.

It helps Designers and Engineers to dramatically reduce the time it takes to author any sophisticated User Interfaces.

User Interfaces authored with Menu Master can be quickly and easily deployed on any OpenGL® ES device, running on any Operating System.

**Free the User ...**  
**Free the User Interface!**  
*Take your UI to the next level*

## Features and Capabilities

> **Supports Any OpenGL® ES Device**

UI authored with Menu Master can be quickly deployed on any OpenGL® ES device.

> **Artist Driven**

No need for programmers during authoring, instant WYSIWYG real time preview.

> **Rapid UI Concept Design & Iterative Authoring**

Basic UI can be tested at any time, and gradually upgraded until obtaining a cutting-edge UI.

> **No Creativity Constraints**

Use any kind of multimedia objects: 2D bitmaps, 2D vector graphics, 3D meshes, Videos ...

> **Easy Localization**

Texts are saved in an editable file, allowing addition of new languages, Unicode is supported.

> **Developer Friendly**

Open architecture, small footprints, easy to integrate, no memory allocations, flexible data ...



> **Menus Master** bundle includes:



**Menus Master Studio:**

An intuitive visual tool that allows UI Designers to easily and quickly create sophisticated UIs without any need for Engineers' assistance, thanks to a user-friendly visual editor.

**Menus Master Data Generator:**

A smart module that optimizes all UI data according to each device constraints and capabilities.

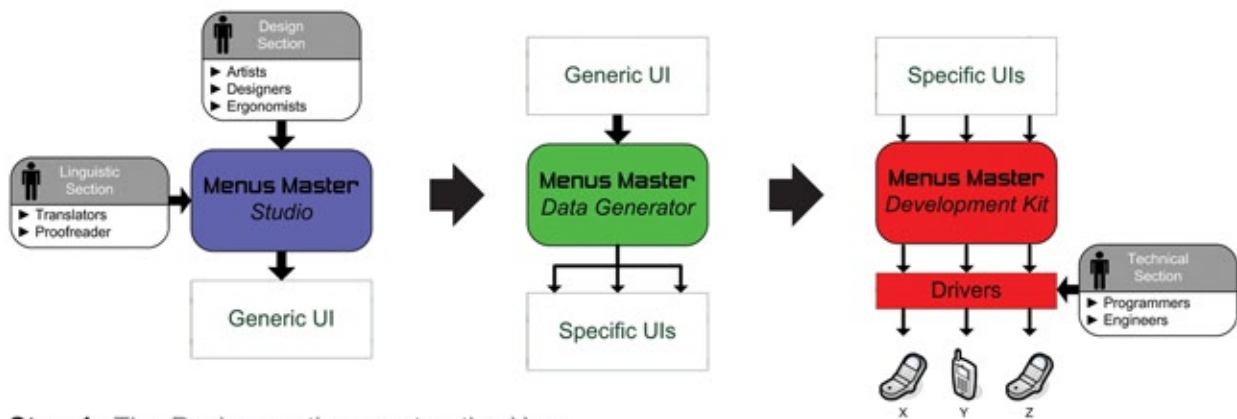
**Menus Master Development Kit:**

The flexible and clean SDK that allows Engineers to easily integrate the UI data into the device.



> **Menus Master** workflow

**Menus Master** has an open architecture, based on drivers. It supports any homemade or third-party technologies. It is upgradable to follow the evolution of technologies.



**Step 1:** The Design section creates the User Interface with **Menus Master Studio**. The Linguistic section also comes into play to check if the texts are correct, and to possibly add new languages.

**Step 2:** **Menus Master Data Generator** builds, from this generic UI, intended specific UIs, optimized for each device, according to their specificities.

**Step 3:** The Technical section creates drivers for each device. The UI is then integrated with **Menus Master Development Kit**.

