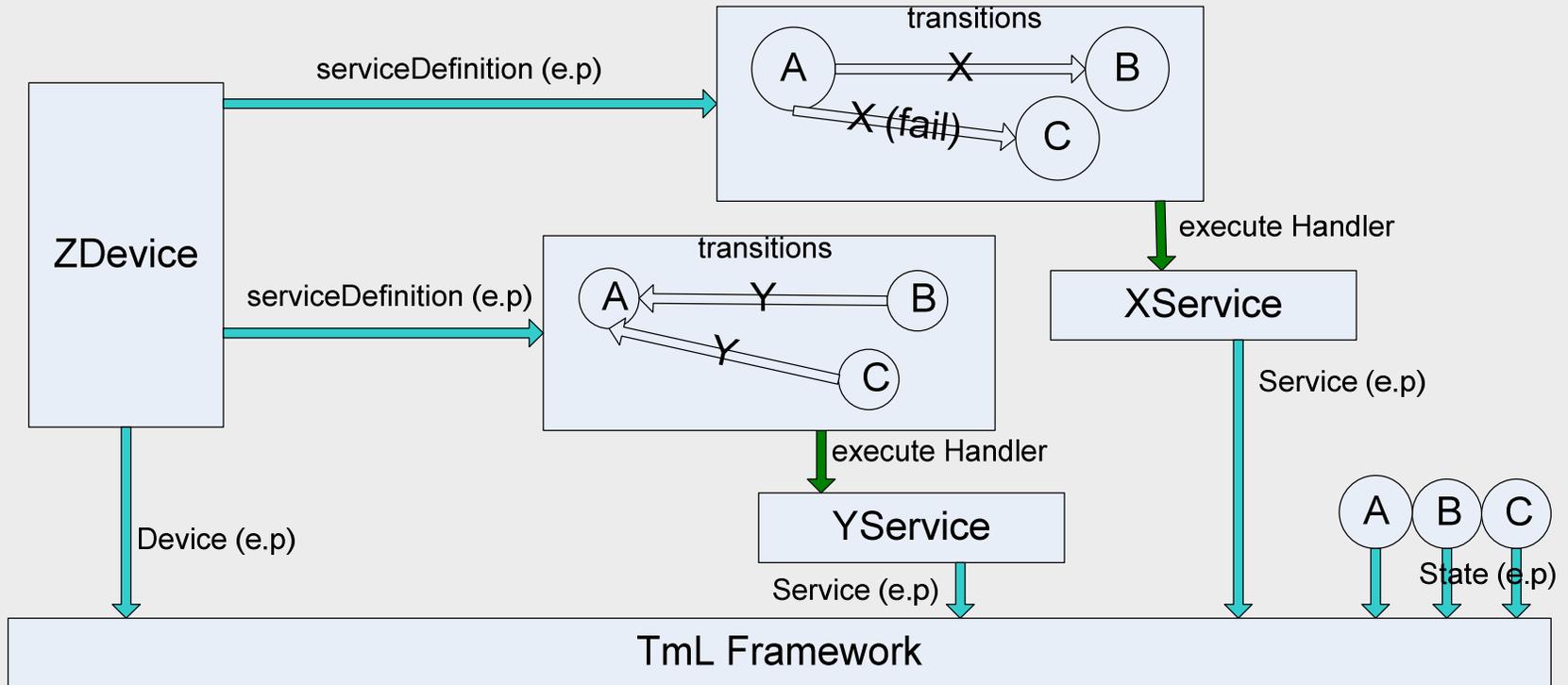


# **TmL Architecture**

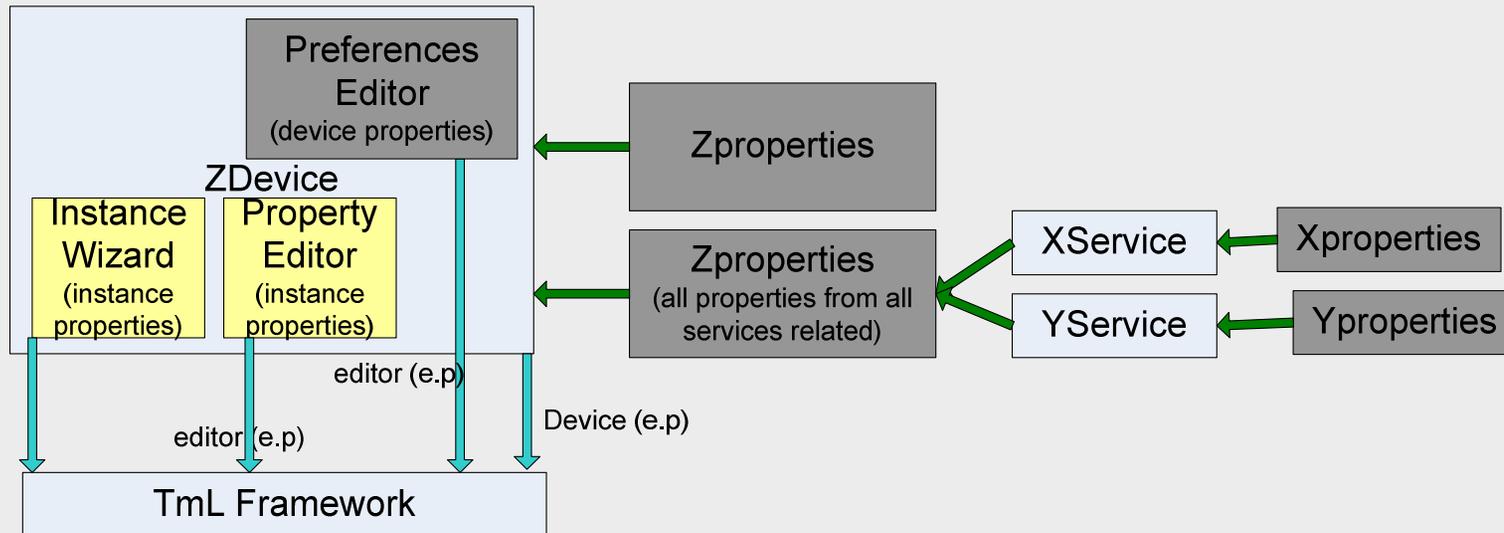
June 10th, 2008

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# Current Architecture



## Properties Mechanism

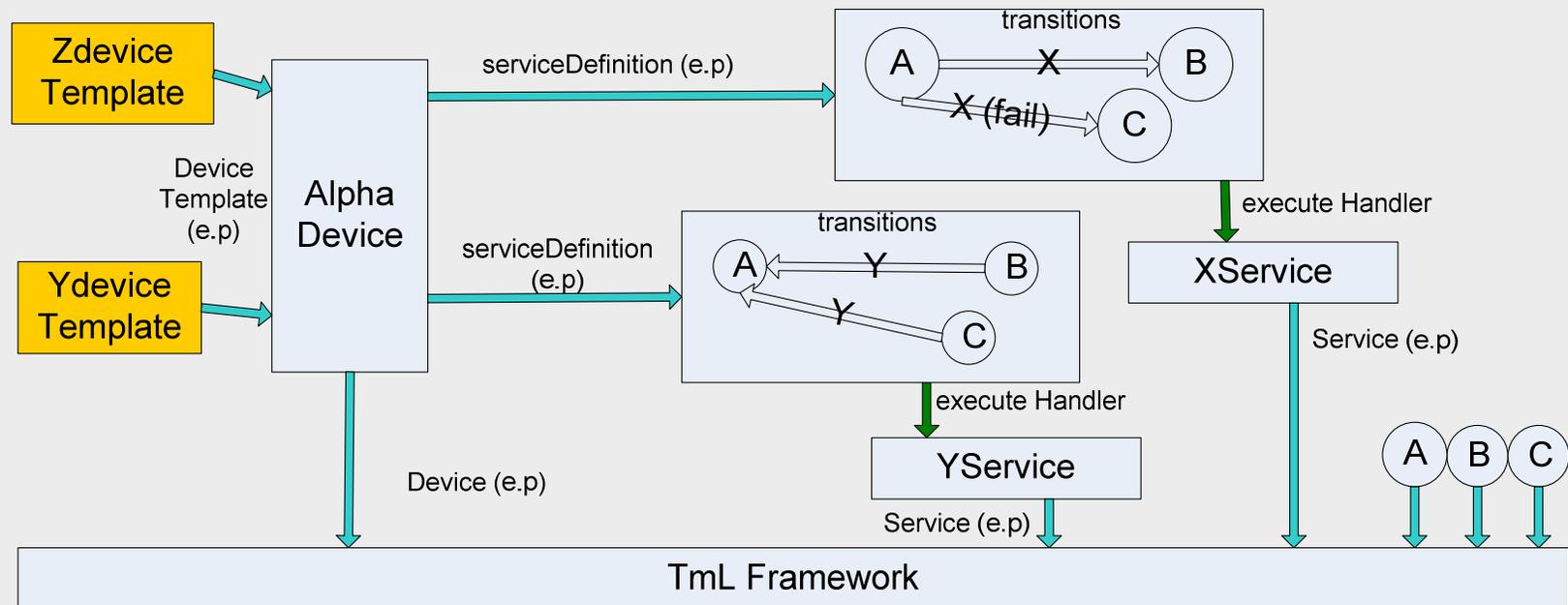


- ❑ Preferences editor changes properties related to device (every instance uses the same properties defined here). (binary path, command line, etc)
- ❑ Property Editor changes properties related to instance
- ❑ Instance wizards allow user edit properties related to that instance. (host , port,etc )
- ❑ **This mechanism is still under implementation**
- ❑ Cons: Two similar devices should rewrite the services definitions if they have only small differences ( for instance: properties values )

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## Changes proposed Architecture

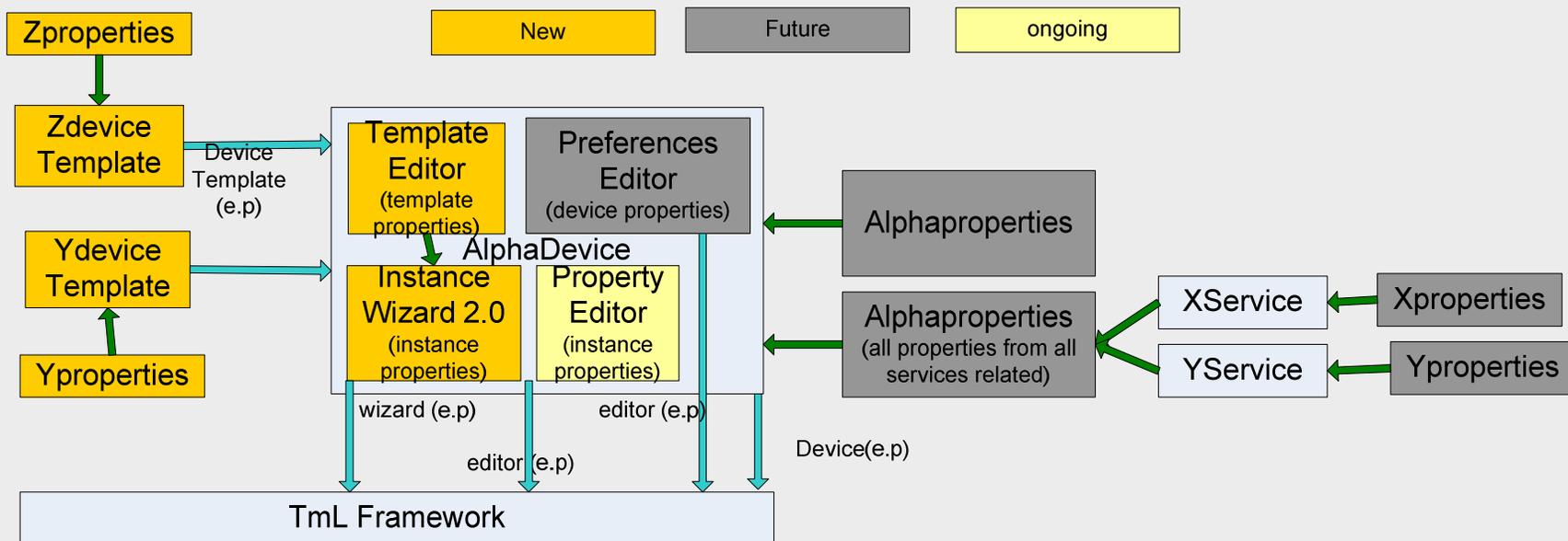
Zdevice and Ydevice are AlphaDevices with few customizations



- ❑ Templates are devices very similar and each one has a set of properties associated.
- ❑ For instance: QEmuARM and QEmuReact are Templates and QEmu is a Device
- ❑ QEmuARM and QEmuReact sharing the same transitions, services and some common properties from QEmu, but they can specialize other properties necessary.

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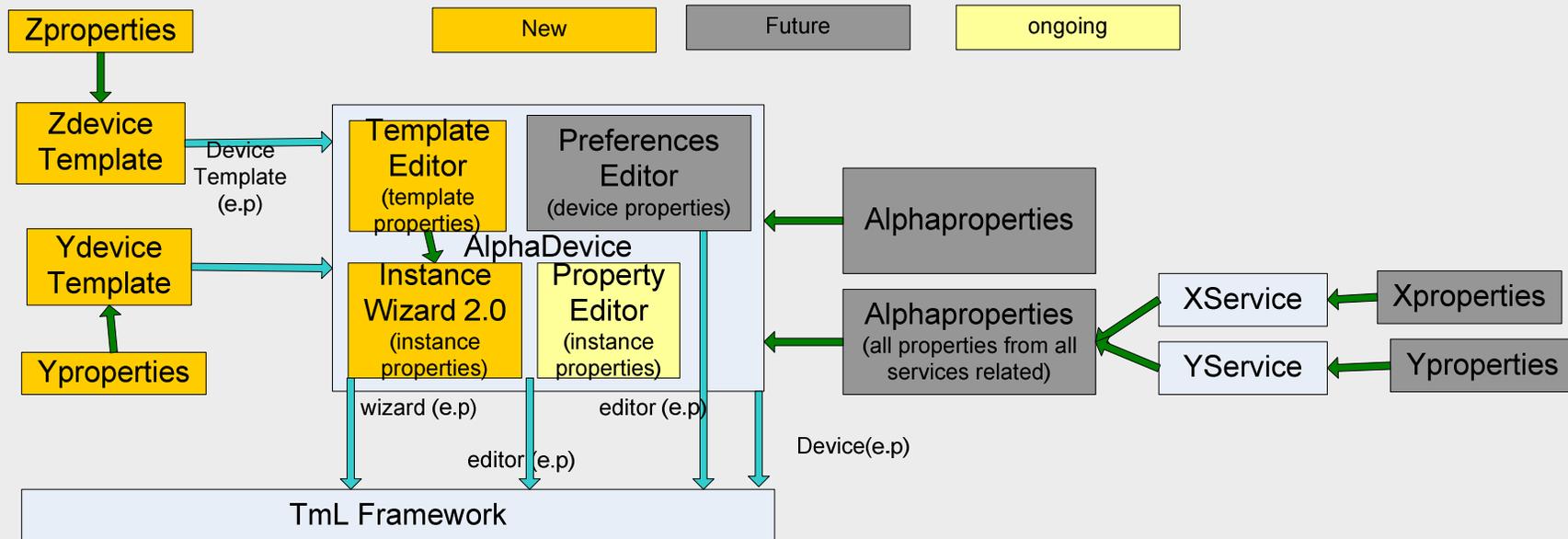
## New Properties Mechanism



- ❑ Each template could have a set of properties editable using a Template Editor from the Device Plugin
- ❑ The wizard find the templates ( using the extension points) and allow the user select with template he wants to create an instance.
- ❑ All properties related to template are copy into the instance and could be used by Device as parameter to start the emulator for instance. These properties could be read-only or not.
- ❑ QEmuARM and QEmuReact could contains the image files and properties as path and command line
- ❑ QEmu uses that properties when creates an instance and the launcher service search for path and command line when start was called.

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## Changes necessary



- ❑ Extension points to Device Template
- ❑ Template Editor
- ❑ If there are no Templates, use the current wizard
- ❑ Else , Create a new Default Instance Wizard that allows the user select template and copy all properties into the instance.

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