RFgen

What's New in RFgen 5.2

THE UNITY RELEASE

RFgen

OVERVIEW

Introducing RFgen 5.2: The Unity Release

RFgen 5.2 has been re-architected to streamline cross-platform code base. The Unity Release fully realizes the flexibility of the Mobile Unity Platform™ while maintaining strong backward compatibility. RFgen 5.2 improves speed and reliability by consolidating backend processes into leaner elements. The Unity Release also introduces a modernized visual experience for administrators and end users that provides complete control over your environment's look, feel and design. Designing RFgen mobile apps is quicker and easier than ever before.

"5.2 is RFgen re-engineered for the future. Its enhanced plug-and-play model adds and extends functionality to drive enterprise software ahead of the technology curve."

- ROBERT BRICE,
President of RFgen Software

x60-x100
DESIGN REUSABILITY SPEED

85%
FASTER OFFLINE BATCHING

SUB-SECOND
SCANNING FOR CONSUMER DEVICES

BENEFITS

1. **Modernized Look & Feel**
2. **Unified UI/UX Design**
3. **Enhanced Design Experience**
4. **Faster Than Ever**

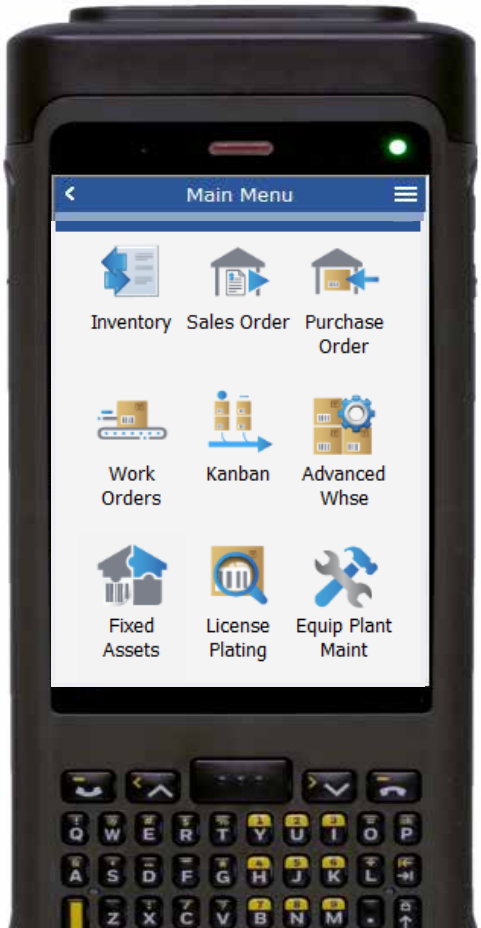
WHAT'S NEW

"Wherever you look, you can see that today's mobile ecosystem is extremely robust with a multitude of device options and screen formats available. RFgen's Unity Release was reimagined to allow customers to select the best devices possible for the task-at-hand without being constrained by their software applications."

- ROBERT BRICE, *president of RFgen Software*

RFgen 5.2 offers something for everyone, including:

- Modern design, look and feel (UI/UX)
- Simpler, more intuitive mobile applications
- Faster application design and testing (x60-x100 faster reusability)
- Enhanced end-user productivity
- RFgen stability and performance enhancements
- 85% faster batching for big batch/offline environments
- Bolstered offline/off-network device support
- Auto-scaling to multiple devices
- Sub-second barcode scanning on consumer devices



5.2: An All-New RFgen

The Unity Release introduces re-designed ERP application suites. These applications replace legacy top-down, single-screen task flows with progressive, focused UI that is more intuitive for modern mobile users. The new user experience takes advantage of UI/UX best practices, incorporating color, size and positioning to facilitate multiple device scenarios. The end result is a consistent look, feel and user experience regardless of OS, device or screen size.

RFgen's new proprietary graphics engine harmonizes UI/UX across all platforms and devices. By deprecating the use of OpenGL on Android, Metal API on iOS and GDI+ on Windows and Windows CE, apps in the designer will appear exactly as they will on mobile UI. Eliminating defects in apps running on a simulated device can be solved easily and permanently before deployment to end users. The unified RFgen graphics engine makes moving between devices with mobile apps easier, faster and simpler than ever.

Reusable Design Paradigm

5.2's greatest features are all about simplifying application design for heterogenous device environments. By increasing consistency across common tasks and emphasizing design reusability, users enjoy simpler, shorter development to modify or create mobile-friendly solutions. Re-using existing functionality is now as simple as "copy-and-paste."

In legacy apps, vertically-stacked Telnet methodologies resulted in complex development with user experiences that lagged behind today's user expectations. RFgen 5.2 fixes that.

It uses the container concept to enable creating control groups dedicated to one or two specific functions. These groups can then be re-used in other applications, rather than re-building each from the bottom up. End-users are no longer given a display of stacked prompts, but only the prompts required to complete the action needed for that task, in that step.

A move toward this new design paradigm delivers focused end-user tasks for maximum productivity. Applications can take advantage of color, shape and size while still optimizing available screen real estate.

FEATURES

▷ 5.2 Themes

Nearly every visual aspect of your apps, from backgrounds to buttons, is controlled by themes. Users gain a new set of color themes, the ability to overwrite any value down to the control level, or the option to quickly re-skin an entire app with a new theme. Application elements convert to the new color scheme automatically. Increase productivity and user adoption by taking advantage of configurable color palettes and control states (focused, error, warning, etc.), adding watermarks or transparency.

▷ Auto-Scaling & Anchoring

To streamline variable DPI on different UI, RFgen leverages built-in scaling factors to automatically scale apps and app elements to a device's screen size and ratio while retaining proportionality. Auto-scaling makes it simple to inflate or deflate the screen size, font size, icons and visual elements all at once without losing proportionality. Use anchoring to create perfect proportions every time and eliminate wasted effort on fine-tuning individual elements. Anchor eliminates the need to adjust individual elements. Auto-scaling also makes testing how forms will render on your devices easier and faster. Deliver consistent user experiences, regardless of device or operating system.

▷ Design by Target

RFgen 5.2 introduces the targets section to accelerate mobile app design speed and validation. Itdefines and caches the specifications of actual devices, including screen height and width, DPI, and the size of visual elements like status and menu bars, to create a true-to-life realistic emulation experience. No more designing apps for the wrong device size. Select the target you want in the emulator and generate a render of the device with elements in the correct location. The Unity Release includes a collection of popular target device templates—but users can easily add new templates to match their environment. Applications can easily be linked to one or more target devices which automatically scale to the device.

▷ Snap-to Visual Aids

5.2 heightens control of design elements with new visual aids that snap to defined guidelines. New design aids visualize sapping guides when near edges or prior controls to assist in aligning elements. Guidelines show proportionality and may be fine-tuned to display separation of elements in pixels based on the closest X or Y position. Guidelines will also assist in maintaining proportionality across device types.

▷ New Controls

Enhance your mobile apps with new controls, including radio buttons and the new memo field for text. 5.2 also includes the graphical Spin Edit control, allowing users to intuitively increase or decrease values on touch screen devices. Additional controls will continue to be added in future releases.

FEATURES

▷ Offline Performance Speed

The 5.2 release substantially enhances provisioning and updating for devices operating in offline (“batch”) mode. Expect up to 85% faster batch data transfer performance for big batch environments and offline functionality. Additional tools improve profile database deployments and model data synchronization time requirements.

▷ Android and iOS Camera Scan Engine

RFgen partnered with Honeywell AIDC to develop a software scan engine that converts consumer-grade phones and tablet cameras into high-performance barcode scanners. This enables consumer devices to scan at industrial sub-second rates without requiring additional hardware accessories. The camera scan engine is available for Android and iOS on a per-device or subscription basis.

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