

Graphiti

Building Graphical Editors the Easy Way

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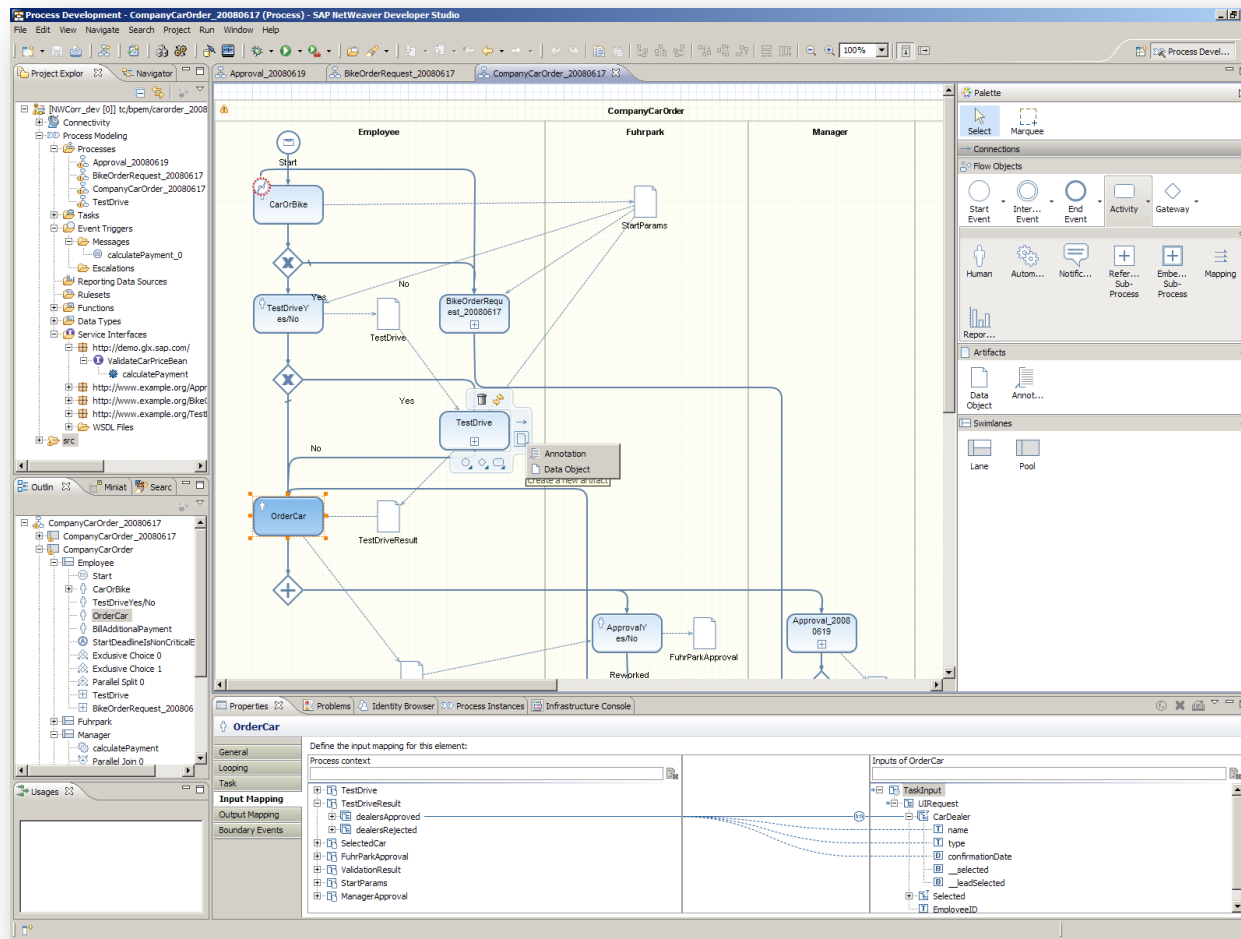
Graphiti – Mission Statement

“The goal of Graphiti is to support the fast and easy creation of graphical tools, which can display and edit underlying domain models using a tool-defined graphical notation.”

Graphiti – A Brief Introduction

- Flat learning curve
 - Platform specific technology (e.g. GEF / Draw2D on Eclipse) is hidden from developer
- Fast and easy development of graphical editors for all kinds of domain models
 - First results with very low effort by using default implementations and strong framework
- Common look and feel with sensible defaults
 - User interactions were designed in close co-operation with usability specialists

Graphiti – An Example Editor



Demo

A first version of a Chess game in 15 minutes...

More on Graphiti

Graphiti version 0.8.1 is available as part of the Indigo release train

Milestone builds of the Eclipse Juno version are also available (currently Graphiti 0.9.0 M2)

<http://www.eclipse.org/graphiti>

- Information around the Eclipse project and framework
- Downloads
 - Framework / SDK
 - Documentation
 - Tutorial
- Forum and further communication channels
- ...

Thank You!