

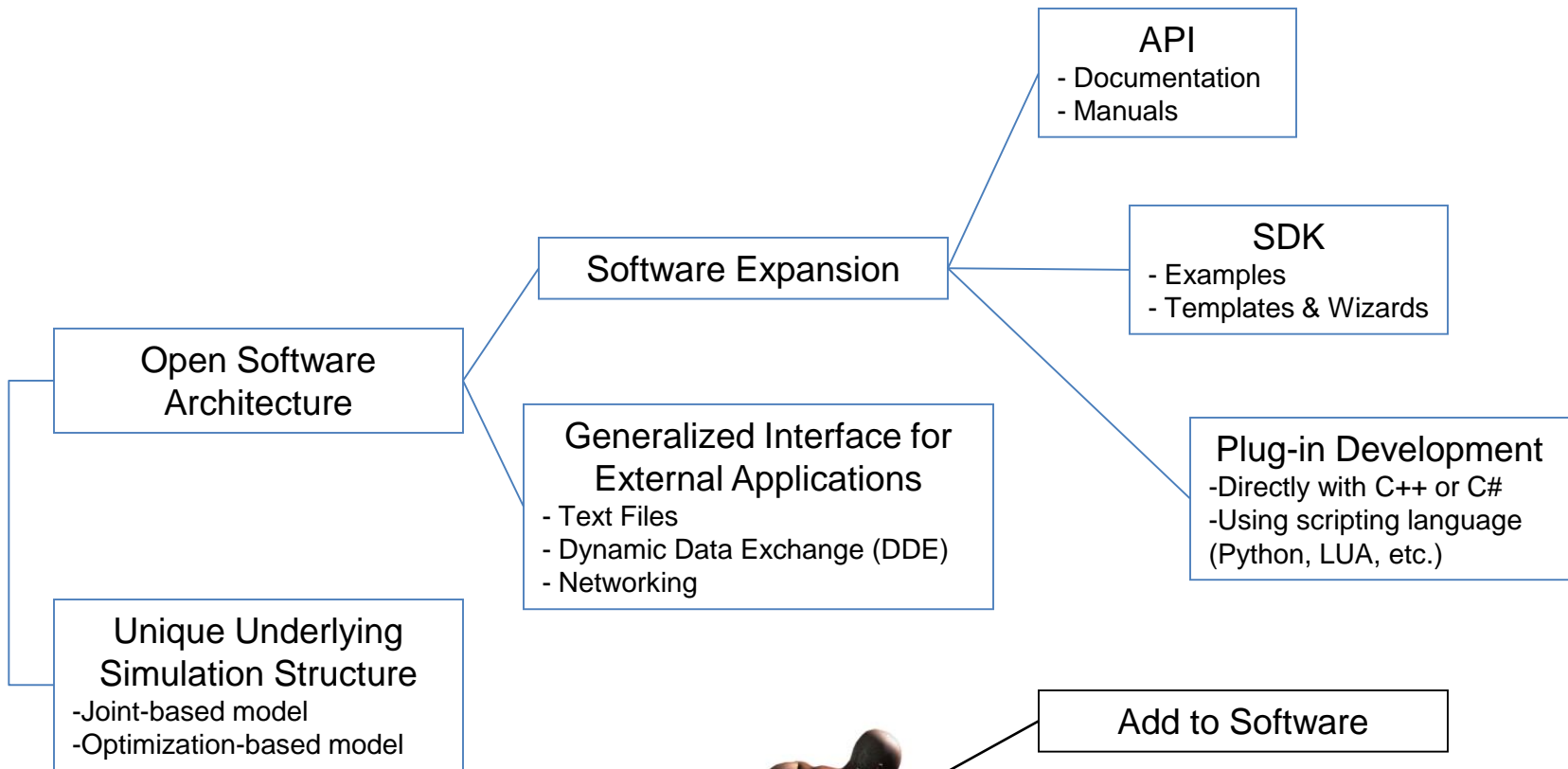
SANTOS

OPEN ARCHITECTURE

API AND PLUG-INS



SOFTWARE INTEGRATION COMPONENT OVERVIEW

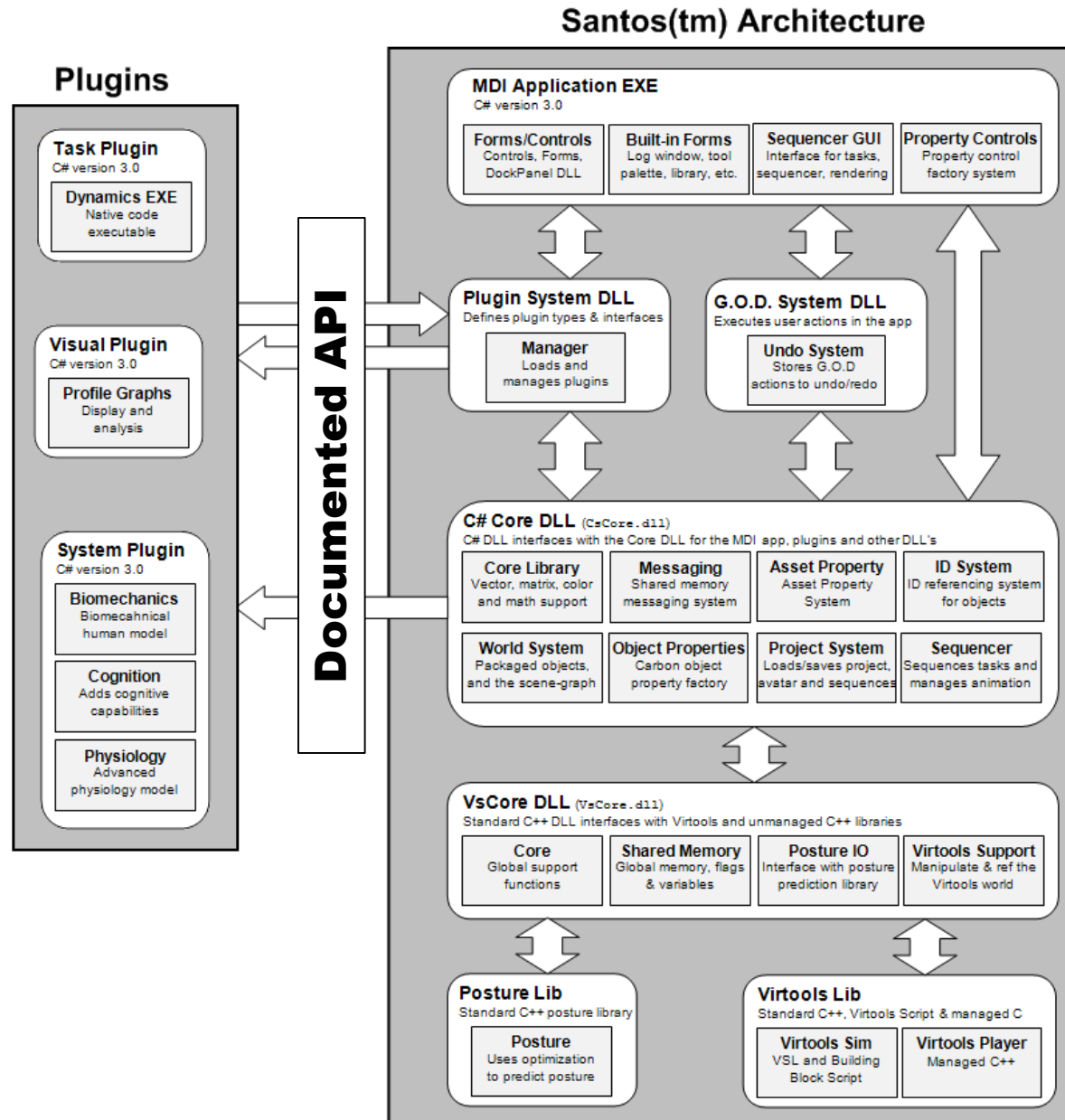


Add to Software

Link with External
Capabilities

SOFTWARE INTEGRATION

CURRENT SANTOS ARCHITECTURE



- **Plug-in Architecture**

- Offers robust & powerful API
- C# DLLs using wizards and full SDK
- Most challenging for developer to implement

- **External Applications**

- Use intermediate input/output format
- Modules can be written in any language
- More restrictive & less efficient

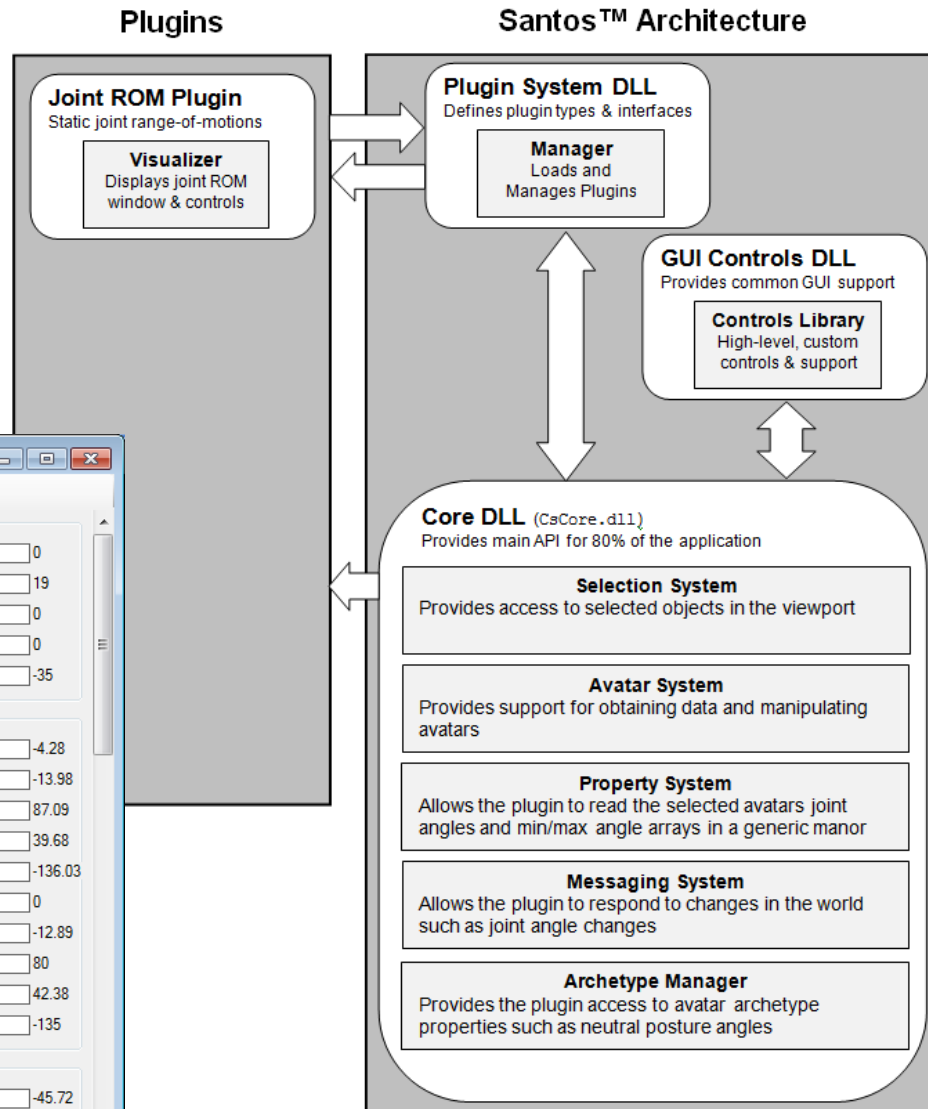
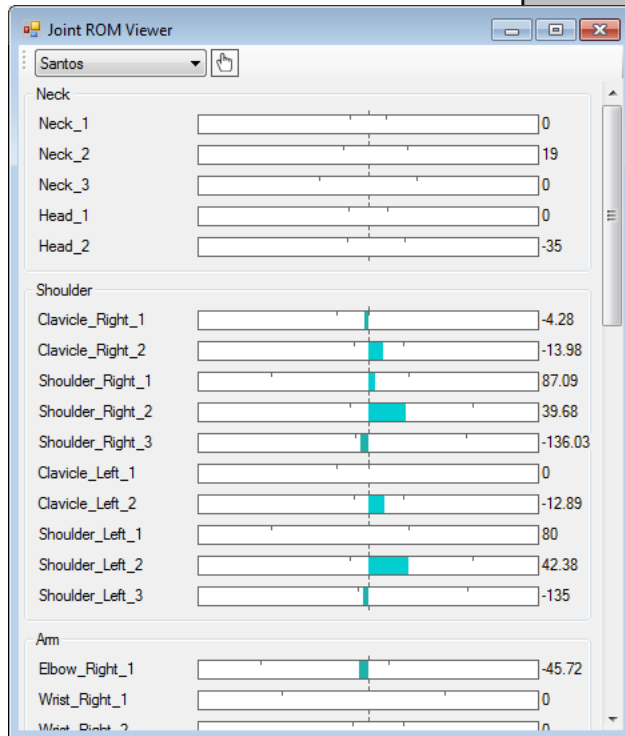
- **Scripting Language**

- Allows quick development in familiar language
- Can be done directly from SANTOS™ (no compiling)
- Limited API but customizable

Static Joint ROM Plugin

Plugin interfaces to Santos through our plugin system.

The plugin then uses our Core API to access 80% of all program functionality





Analysis Toolkits

- Spine Shear & Compression
- Physiology Tools
- Strength Analysis
- Etc...

Custom Objects

- Armor
- Stairs
- Ladder
- Etc...

SANTOS™

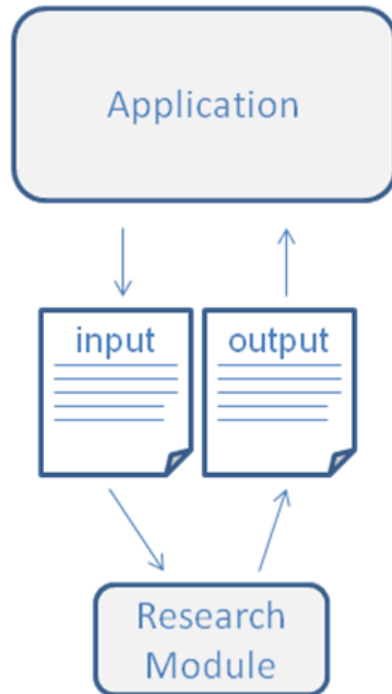
- Posture
- Dynamic Walk
- Stair Climb
- Etc...

Tasks



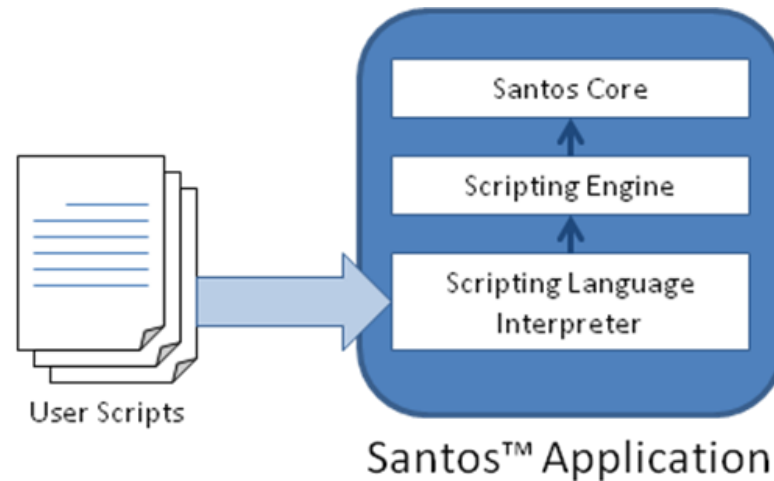
Systems

- Editing Schemes
- Custom GUIs
- Clothing Suite
- Motion Connect
- Etc...



- Communicate through intermediate formats
 - Text files
 - Dynamic Data Exchange (DDE)
 - Networking
- Can accommodate more rigid or legacy modules
- Currently used for Predictive Dynamics, Zone-Diff, etc.

Allows quick creation of custom modules using a common language such as Python, LUA, etc.



Requires:

- Integration of a scripting language and interpreter
- Implementation of a robust API

THANK YOU

