The A to Z of PEG

What is PEG?

PEG® is a portable embedded GUI framework, API, and set of development tools that are designed to help you create a professional quality GUI for your real-time, multi-tasking embedded application. PEG® is available in three levels - PEG Pro, PEG Plus, and PEG Lite.

How is PEG licensed?

PEG is licensed on a per-developed-product basis with usually no royalty fees. A standard development license allows you to make up to 10,000 production units.

For more information see Licensing.

Is there a royalty fee for using PEG?

There are usually no royalty fees. This makes PEG perfect for projects with constrained budgets.

What is included in the PEG evaluation installation?

The evaluation installation includes a precompiled PEG library for use in a desktop environment such as Windows or Linux; example application programs; PEG WindowBuilder development tools; header files; user documentation. The PEG evaluation installation can be used to fully develop a prototype UI capable of being compiled and executed on a desktop environment.

What is included in the fully licensed PEG installation?

The evaluation installation includes full source code and header files; precompiled PEG libraries for use in a desktop environment such as Windows or Linux and select embedded target environments; example application programs; example target projects; PEG WindowBuilder development tools; user documentation.

What fonts come with PEG, and how can I make more?

PEG is delivered with two fonts, Menu Font and System Font. You can use the FontCapture utility that comes with PEG to produce any number of additional fonts.

Can I use FontCapture to capture any Windows font?

We would NOT recommend that you capture and use a copyrighted Windows font unless you first contact the font manufacturer and obtain permission to use the font in this manner.

Does PEG support multi-lingual applications?

Yes, in addition to Latin character sets, PEG supports two-byte character sets (such as Cyrillic, Han, Katakana, Hiragana) and UNICODE string encoding. PEG also includes a String Table Editor and set of compiler-independent "C" string library functions. Note that PEG Lite is limited to two languages.

Is it easy to port PEG to a new processor?

Yes, because the majority of PEG's library is hardware independent and its hardware interface objects are well defined. The library's portability has been verified with PEG applications running on most of the common embedded processors.

Does PEG support processors that contain internal video controllers?

Yes, we provide screen driver templates that support CPU embedded controllers and those with hardware acceleration capabilities.

How to support a new display device and/or video controller?

The PEG installation includes screen driver templates to help you create your own driver. The templates support both external and internal (CPU embedded) controllers including those with hardware acceleration capabilities. For additional assistance, driver development services are available.

What are the input devices that PEG works with?

PEG supports all standard input devices including mouse/joystick, touch screen, keyboard/keypad, and soft keys.

How does PEG integrate with an RTOS?

PEG is fully integrated with RTOS messaging, memory management, and synchronization services. PEG input devices are interrupt driven and use RTOS services to communicate user-input information to the GUI. This yields the lowest possible overhead and the only true real-time multi-tasking GUI environment available.

Does PEG need a file system for normal operation?

No, PEG does not need a file system for normal operation.

Is PEG training offered?

Yes, we offer onsite customer training at your location. To make arrangements for a training session contact swell.software.sales@nxp.com.