



Guide to BioMOBIUS Documentation

TRIL Centre's BioMOBIUS™ Research Platform: an Open, Shareable Software
and Hardware System

Audience

All

Purpose

To outline the content of each document in the documentation set and
provide a reading roadmap.

Pre-requisites

none

Version: 2.1

Introduction

This guide is your starting point - it provides a brief overview of the documentation suite that is installed with the software component of the BioMOBIUS™ Research Platform. It outlines each document, their relevancy to the user's role and a recommended reading sequence.

The core documents are provided as part of the BioMOBIUS installation package. These documents are also available on the BioMOBIUS website:

biomobius.trilcentre.org

Additional documents are referenced from the core documents and these are available from the Supplementary Documentation section on the website.

Samples, tutorials and additional user guides will be added over time and the user is encouraged to regularly check the website for updates and additions.

How to use

There are two types of BioMOBIUS user – a standard user and a developer. The standard user creates patches and GUI applications using the supplied tools and components. The developer on the other hand creates new components to extend the default functionality of BioMOBIUS.

The following documents are mandatory for both user types and the user should read these first:

- Guide to BioMOBIUS Documentation – this document
- BioMOBIUS User Manual - describes the architecture and tool set.

The above document will provide the user with sufficient knowledge to develop EyesWeb patches and GUI applications using the supplied development tools and libraries.

Thereafter, if the user intends extending BioMOBIUS – i.e. adding functionality with new EyesWeb blocks, it is recommended that the user read the following :

- BioMOBIUS Developers Guide, this document describes how one develops new blocks and catalogs and contains a number of tutorials.

The reader should also reference the BioMOBIUS Glossary in the User Manual which lists the key terms used throughout the documentation set.

Figure 1 illustrates this reading roadmap. It is recommended that the user first read the User Manual, carry out any tutorials/exercises therein and then read the Developer Guide if required. Both the User Manual and the Developer Guide refer to additional documentation, tutorials, samples, etc which are available in the Supplementary Documentation section of the BioMOBIUS website.

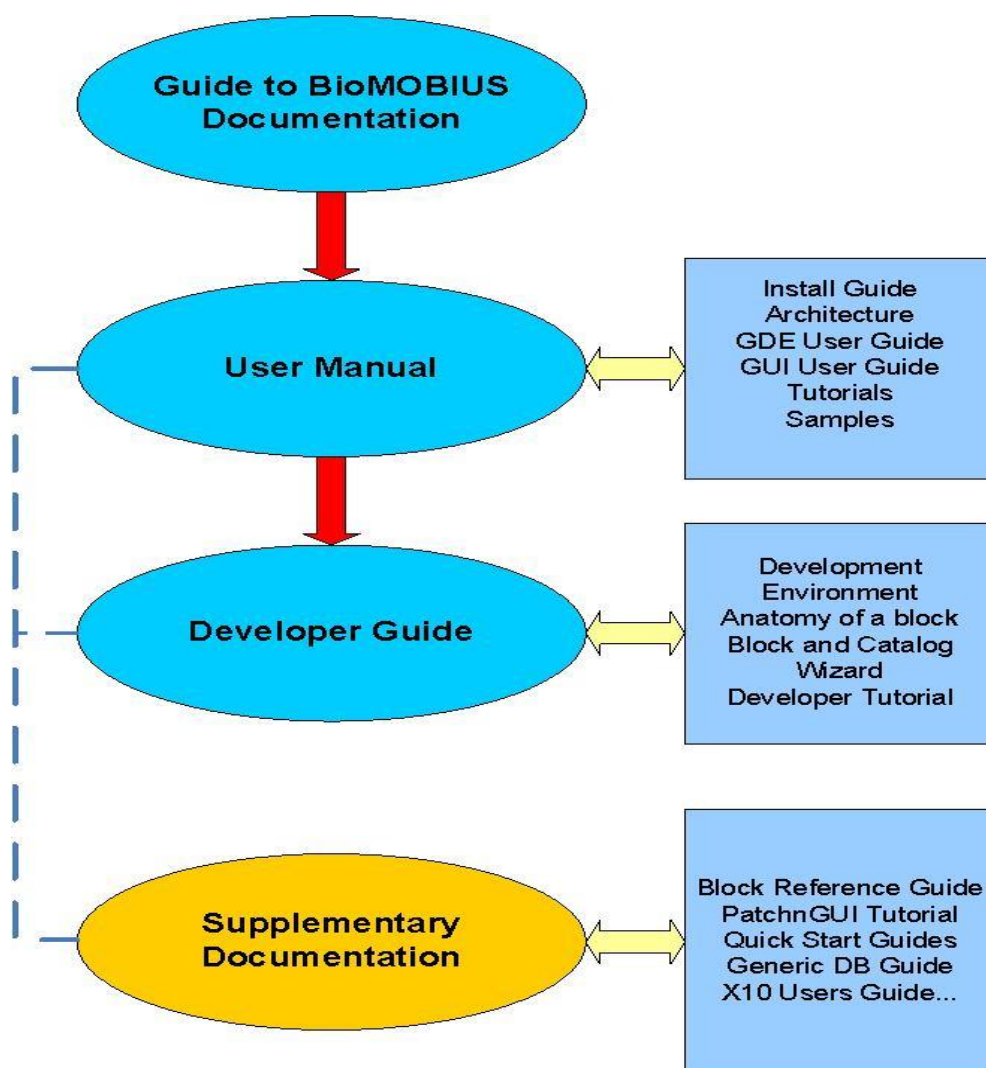


Figure 1 Reading roadmap

User Manual

This document introduces the user to the installation process and architecture of the BioMOBIUS platform. It also contains the two substantial user guides for the main software tools

- EyesWeb Graphical Development Environment (GDE) User Guide
- BioMOBIUS Graphical User Interface (GUI) Designer User Guide

Each of these guides includes detailed information about the GDE and GUI tools - they describe menus, toolbars, parameter/property settings, etc.

The User Manual also describes the default block catalogs/libraries and sample applications that are supplied with BioMOBIUS.

Having read this document, the user will be familiar with the platform's tool set and know how to create EyesWeb patches and GUI applications using off-the-shelf components.

Developers Guide

The Developers Guide is targeted at those users who wish to extend the functionality of the BioMOBIUS research platform. It contains detailed information and tutorials on how to create blocks and catalogs for inclusion in the GDE.