

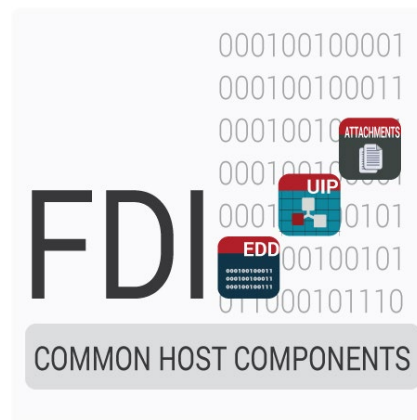


## FDI Common Host Components Integrated Development Solution



### Description

The FDI Common Host Components - EDD Engine and UI Engine - ensure that an FDI Device Package or an existing EDD behaves in the same way in various FDI host system architectures or EDD host system architectures. The EDD Engine supports the entire EDDL scope in a multiprotocol manner for FOUNDATION Fieldbus, HART, PROFIBUS and PROFINET, and is backward compatible with FF EDDL binary formats \*.ffo, \*.ff5, and \*.and; the HART EDDL binary formats \*.fma, \*.fm8 and \*.fm6 and the PROFIBUS/PROFINET binary format \*.bin. The UI Engine is independent of communication protocols. It generates the device specific user interfaces from a device description. System manufacturers will no longer need to integrate multiple interpreter components, this saves time and effort, and aims to contribute to improving the quality and interoperability of all host systems.



### Features

- Supports FDI Server architecture containing the EDD Engine, a universal Device Description interpreter
- Supports FDI Client architecture containing the UID Renderer and UIP Hosting components
- Supports Device Variants (Profibus/Profinet only)

### System Requirements

- Microsoft Windows 10 (64-Bit only)
- Visual Studio 2015
- .NET 4.x or newer
- SyncFusion license for UI Engine

### Kit Components

Qty	Item	Rev. No.
1	FDI Common Host Component Source Code	1.4.0