AGL HOMESCREEN CONCEPT

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Current IVI Layouts

Mercedes S-Class

VW Coupe

Current IVI Layouts

Tesla Model S

2015 Honda

3.1 Home Screen

AGL Spec v1.0

Home Screen provides the Home User Interface (Home UI) of the system which meets the following requirements: Rich User Experience (Rich UX) Driver Distraction mitigation Variations support.

Questions for AGL

1. What are the screen dimensions?
   - The screen dimensions may determine some of the below questions.
   - Resolution
   - 1080p? 4k?
   - Portrait/Landscape?
   - 16:9
2. Are you looking for full touchscreen?
3. Do we need to keep some knobs?
4. Are there any specific parts about the home screen that have been determined that are not included in the requirements?

We need to distinguish discussion points with two point of view. For the demo apps and for the distribution as product baseline.

	For demo	For product baseline
1	The screen dimensions using AGL Demonstrator are very good for phase 2.	Depends on each OEM system. So AGL should have a function to configure the screen dimensions. (and the weston already has this function)
2	Nice to have	Depends on each OEM system.
3	It is not mandatory.	Depends on each OEM system. So AGL should have customizable functions like a plugin function for the car input devices.
4	No	Depends on each OEM system.

AGL Spec v1.0

The use case assumed about Application Management is as follows.
A user downloads and installs or updates the delivery application from application store.
A user uninstalls the delivery application.
A user launches the installed delivery application or the pre-installed application.
Also a user terminates those applications.

Questions for AGL

1. Will the auto manufacturer have their own apps store? Or will this be from Apple Apps store or Android app store?

We assume each OEMs have their own apps store.

1-1 GUI Layout Definition

AGL Spec v1.0

GUI Layout Definition

Questions for AGL

1.   What does it mean "Layout definition?"

"Layout definition" is a combination pattern of areas.
An "area" is approximately synonymous with the "panel" which you express in your AGL Home Screen Concept.

It is described at 4.1.3.1.2 GUI resource (Figure 7-4) in the AGL specification ver.1.0

1-2 Change Layout

AGL Spec v1.0

Change Layout

Questions for AGL

1. Changes such as color? Or placement of panels?
2. Is the space for a logo enough? Do does each OEM need a color scheme?

1. Change placement of panels and/or combination of panels.
2. I don't know the space is enough. However, It is nice that the top of the area has customizable functions.

2-4 Software Keyboard

AGL Spec v1.0

Software Keyboard

Questions for AGL

1. Do we need scratch pad for some languages? Or do we have the flexibility to design for one?

Regarding demo apps, It is not mandatory.
However for the future AGL distribution, flexibility is necessary for us.
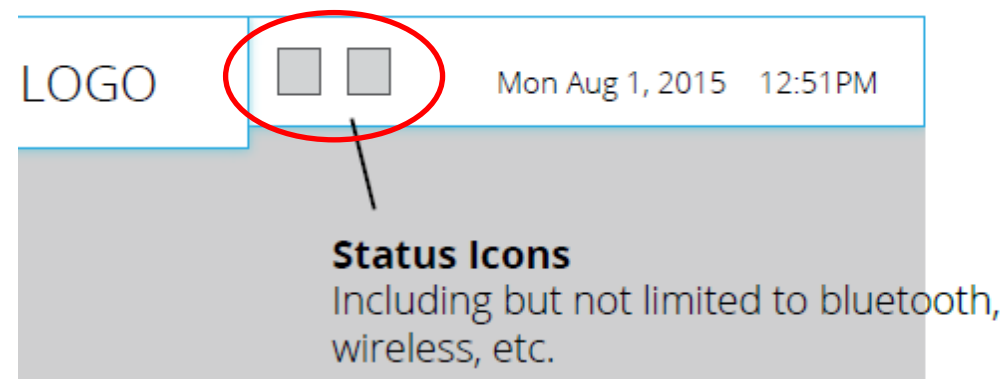
3.1.8.2 System UI Parts

AGL Spec v1.0

Home Screen must provide a mechanism to display two or more information simultaneously to the status notification area

Questions for AGL

1. What do they mean by two or more information?

This describes the area for Status Icons.
Generally, the system can display plural icons.

LOGO   Mon Aug 1, 2015   12:51PM

Status Icons
Including but not limited to bluetooth, wireless, etc.

3.1.8.2 System UI Parts

AGL Spec v1.0

Home Screen must provide a mechanism to show text information, draw images and show software switch like button in the on-screen window
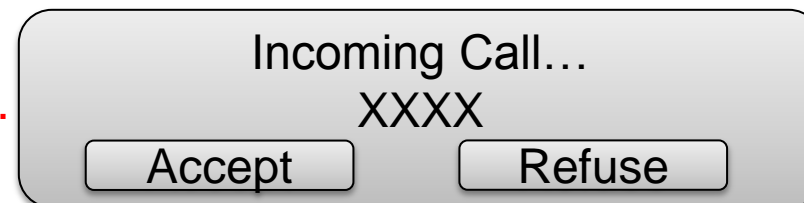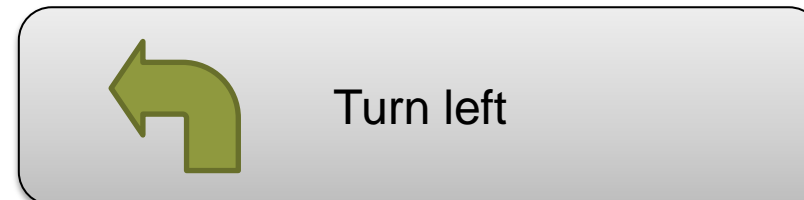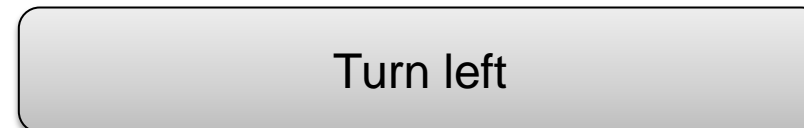
1. Only characters

2. characters and image / movie file

3. Characters, images and buttons.

Questions for AGL

1. What is text information?
2. What would the "draw images" be used for? Is this similar to a scratch pad?
3. What is a "software switch like button in the on-screen window"?

Turn left

Turn left

Incoming Call…
XXXX
Accept   Refuse

3.1.8.2 System UI Parts

AGL Spec v1.0

Home Screen must provide system setting menu regarding GUI, such as locale and network.

Questions for AGL

1. Is this settings information?

Yes.

3.1.8.2 System UI Parts

AGL Spec v1.0

Home Screen must provide a mechanism to show software keyboard.

Questions for AGL

1. What purpose does this have to display the keyboard from the home screen? Shouldn't the keyboard only be shown when needing keyboard functionality?

I think this part should be reviewed at the next version. It is necessary to consider whether software keyboard should be described as a part of the Homescreen.

3.1.8.4 Application Switch

AGL Spec v1.0

Home Screen must provide a mechanism for switching display application in order by application history

Questions for AGL

1. Why would there be capability to switch the order of this history? History shouldn't be editable. History should display the history of what apps were accessed. Being able to edit this would not be accurately titled history since it would not show this information anymore.

You are right. Application history shouldn't be editable.

This AGL Spec expression is very incomprehensible and gives misunderstanding, I think that it is necessary to review it for the next version.

Q & A