



EEZ Studio User manual

Low-code embedded GUI development tool
T&M automation and management

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To report a security issue, use the EEZ Studio [issue tracker](#).

1.3. Miscellaneous

Open source license and contributions – EEZ Studio uses the *GPL v3* license. To view a copy of this license, please visit <https://www.gnu.org/licenses/gpl-3.0.html>. EEZ Studio uses the [C4.1 \(Collective Code Construction Contract\)](#) process for contributions.

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1.4. Contact information

If you have any problem or requirement when using EEZ products or this manual, please contact Envox:

Discord server: <https://discord.gg/dhYMnCB>

E-mail: support@envox.eu

Website: www.envox.eu

1.5. Revision history

Date	Version	Changes
2023-03-31	1.0	Initial version

2. The EEZ Studio overview

2.1. Introduction

EEZ Studio was initially developed as a companion application for the in-house developed [H24005](#) programmable power supply and [BB3](#) T&M chassis to address two important tasks: a) remote programming and management and b) simplifying the development of a feature rich embedded GUI for a color touch-screen display.

The development was inspired by the idea of offering an open source alternative to some existing commercial solutions that are used for the mentioned tasks, all in order to overcome the limitations of their closed code, outdated and complex UI or sometimes awkward UX and licensing, which in our case was not in accordance with the open source of the mentioned devices that we have developed.

2.2. Main sections

EEZ Studio consists of two main sections, which are described separately in the manual:

- **Projects** – creating, editing, debugging and building the code for the embedded GUI project for the selected target platform. Generated code can be directly imported into the IDE/toolchain used to build the firmware and accelerate the development process. It enables the rapid development of high quality embedded GUI and also comes with support for the open-source LVGL graphics library. The drag-and-drop editor makes it easy to utilize the many features such as widgets, animations, and styles to create a GUI reducing the coding effort. Additionally flowchart-like *EEZ flow* programming feature will further save development time and complexity.
- **Instruments** – allows access to one or more T&M instruments using several communication interfaces through which it is possible to manage and collect measurement data and screenshots using SCPI commands and queries. Collected data can be analyzed, searched, annotated and exported to other applications. Automation of test and measurement tasks using JavaScript and *EEZ flow* programming allows it to be used in different scenarios from basic development, calibration, troubleshooting and quality control using multiple devices from different manufacturers that can be in different locations connected to LANs.

In the introductory chapters of the two main sections that follow, all important features will be listed and described in detail. Common features are listed below:

- Modern and attractive UI/UX developed in [Electron](#)
- Light / Dark theme
- Cross-platform run-time (Linux, Windows, MacOS)
- Modular design based on plug-ins that can be added/removed depends of scope of the work
- Source/Version control integration ([GitHub](#) and [gitea.io](#))

2.3. Known issues and issue reporting

EEZ Studio is continuously developing and improving. A list of known issues can be found on [GitHub](#) where you are also invited to leave your suggestions for improvements and new functionality.

When reporting bugs using the GitHub tracking system, please first check if the issue you want to report has already been reported by someone else. When opening a new ticket, the following information can simplify and speed up the resolution:

- Descriptive/detail name of the issue (avoid general descriptions)
- Installed operating system version
- Installed EEZ Studio version
- Steps to reproduce the problem you are reporting

2.4. Donations

As an open source project, EEZ Studio has been largely developed thanks to donations primarily from [NLnet foundation](#) as well as a number of smaller individual donors. If you want to contribute to further development with your donation, you can use [Liberapay](#).

3. Installation

3.1. System requirements

EEZ Studio is a 64-bit application. Therefore the minimum requirement for installation is a personal computer with a 64-bit operating system installed which has enough RAM and disk space for smooth operation.

Installation packages for supported operating systems for all versions of EEZ Studio are available for download at <https://github.com/eez-open/studio>

It is the official download page and we recommend that you get the latest version for the first installation. You will be able to check for future updates by using the option provided for that, as described below. If EEZ Studio becomes available on the websites of our partners, this information will be published on the Envoy official website.

3.2. Linux

Depending on your linux distribution, choose one of the listed packages (.deb, .rpm) and start the installation using the associated installer.

In addition, there is a self-executing .AppImage version that, after downloading, needs to enable the Allow executing file as program option under file Permissions (Fig. 1) before starting it.

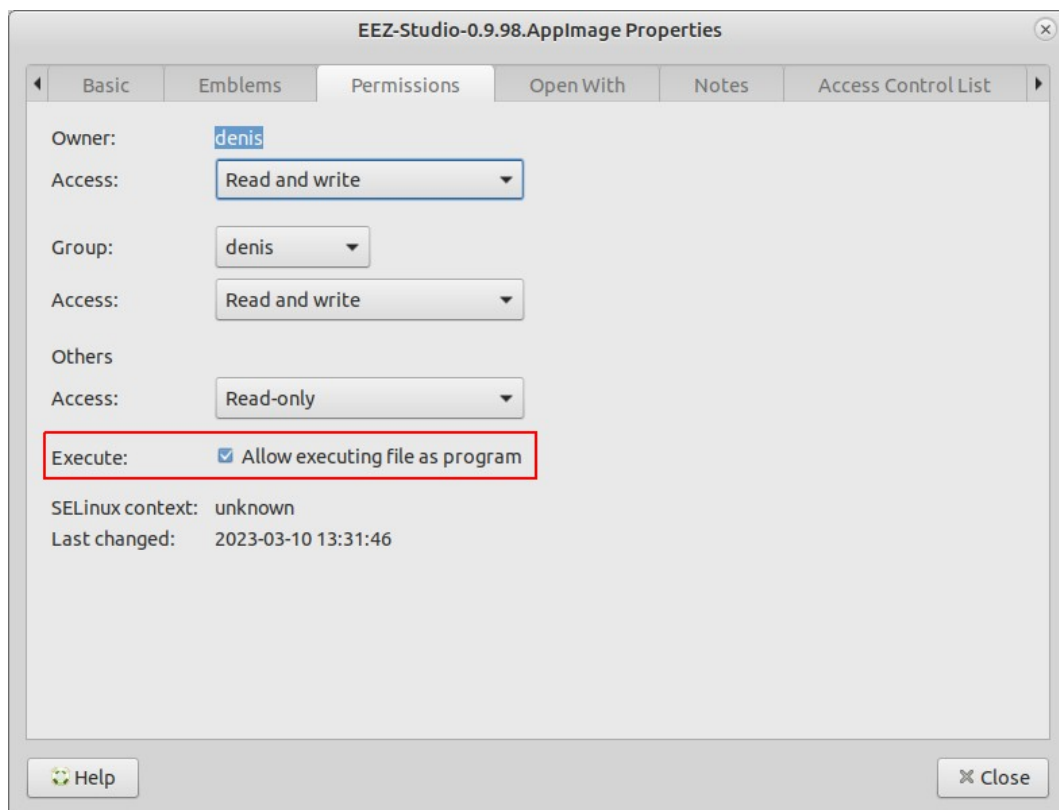


Fig. 1: .AppImage file permission

If you encounter a problem running the .AppImage version on your Linux distribution, try running it using the `--no-sandbox` option: `./EEZ-Studio-[version].AppImage --no-sandbox`

3.3. Mac

Download `eezstudio-mac.zip`, unpack and move `eezstudio.app` to Applications.

3.4. Windows

Download and start `EEZ_Studio_setup.exe`.

3.5. Nix package manager

The Nix [flake](#) provides a derivation for EEZ Studio or an overlay that provides that derivation. It can be used to install the project using [Nix package manager](#).

3.6. Build and run from source (all operating systems)

In addition to using ready-made installation packages, it is possible to build and run EEZ Studio directly from the source code located in the GitHub repository. Below is the procedure to be followed:

- Install *Node.JS 14.x* or newer
- Install *node-gyp*, more information at <https://github.com/nodejs/node-gyp#installation>

3.6.1. Linux only

```
sudo apt-get install build-essential libudev-dev
```

3.6.2. Raspbian only

Install *Node.js 16* and *npm* on Raspberry Pi: <https://lindevs.com/install-node-js-and-npm-on-raspberry-pi/>

```
sudo apt-get install build-essential libudev-dev libopenjp2-tools ruby-full  
sudo gem install fpm
```

3.6.3. All platforms

In the folder where you want to build the project, it will be necessary to clone the GitHub project repository, and start project building as follows:

```
git clone https://github.com/eez-open/studio  
cd studio  
npm install  
npm run build
```

Start with:

```
npm start
```

Create distribution packages (except [Raspbian](#)):

```
npm run dist
```

3.6.4. On Raspbian:

```
npm run dist-raspbian
```

3.6.5. Nix

To build:

```
nix build 'github:eez-open/studio'
```

To start:

```
nix run 'github:eez-open/studio'
```

3.7. USB TMC

The USB TMC driver must be installed if you want to access the T&M instrument using the USB-TMC interface from EEZ Studio *Instrument* section.

3.7.1. Windows

Download and start [Zadig](#). Select your device, select libusb-win32 and press “Replace Driver” button:

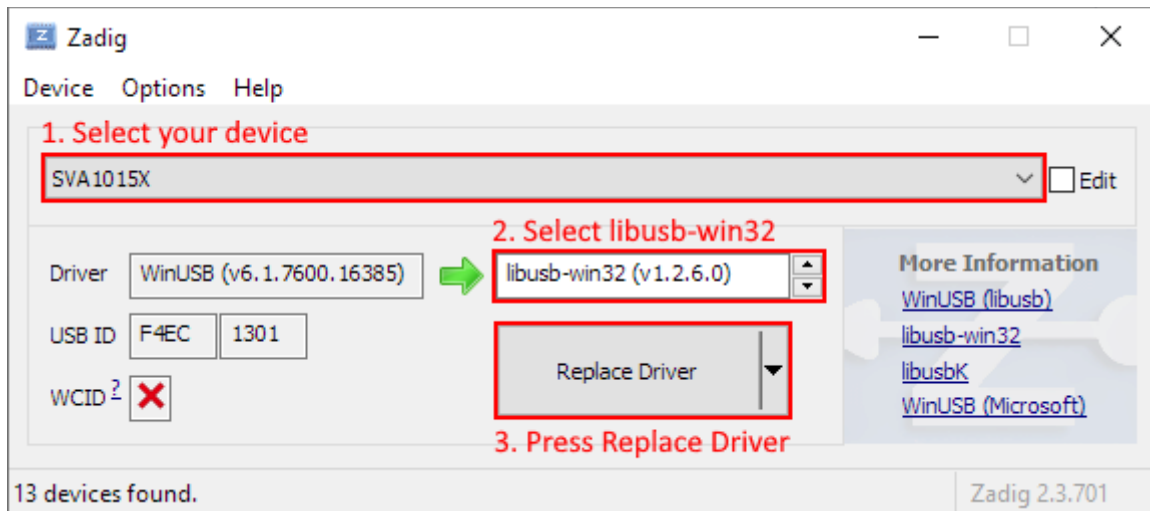


Fig. 2: Zadig driver settings

3.7.2. Linux

You will probably need to add your Linux account to the `usbترمc` group before you can access the instrument using EEZ Studio. Connect your instrument with a USB cable and turn it on. Wait until booting is complete. Now check the instrument group name by entering the following command:

```
ls -l /dev/usbترمc*
```

In case it is `root`, enter the command:

```
sudo groupadd usbترمc
```

Now, add your account (<username>) to the group:

```
sudo usermod -a -G usbترمc <username>
```

A reboot is required. After that, the `gid` of `/dev/usbترمc0` should be set to `usbترمc` and you are ready to use your instrument via USB-TMC interface.

3.8. FAQ

Q: Where is the database file by default?

A: Depending on the operating system, it can be:

- Linux: `~/.config/eezstudio/storage.db`
- Mac: `~/Library/Application\ Support/eezstudio/storage.db`
- Windows: `%appdata%\eezstudio\storage.db`

The default created database as well as its location can be changed later through the options in the *Settings* section of EEZ Studio.

Q: Where are the IEXTs (Instrument EXTensions) used to access T&M instruments stored?

A: Depending on the operating system, it can be:

- Linux: `~/.config/eezstudio/extensions`
- Mac: `~/Library/Application\ Support/eezstudio/extensions`
- Windows: `%appdata%\eezstudio\extensions`

For more info visit: www.envox.eu
File repository: <https://github.com/eez-open>

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