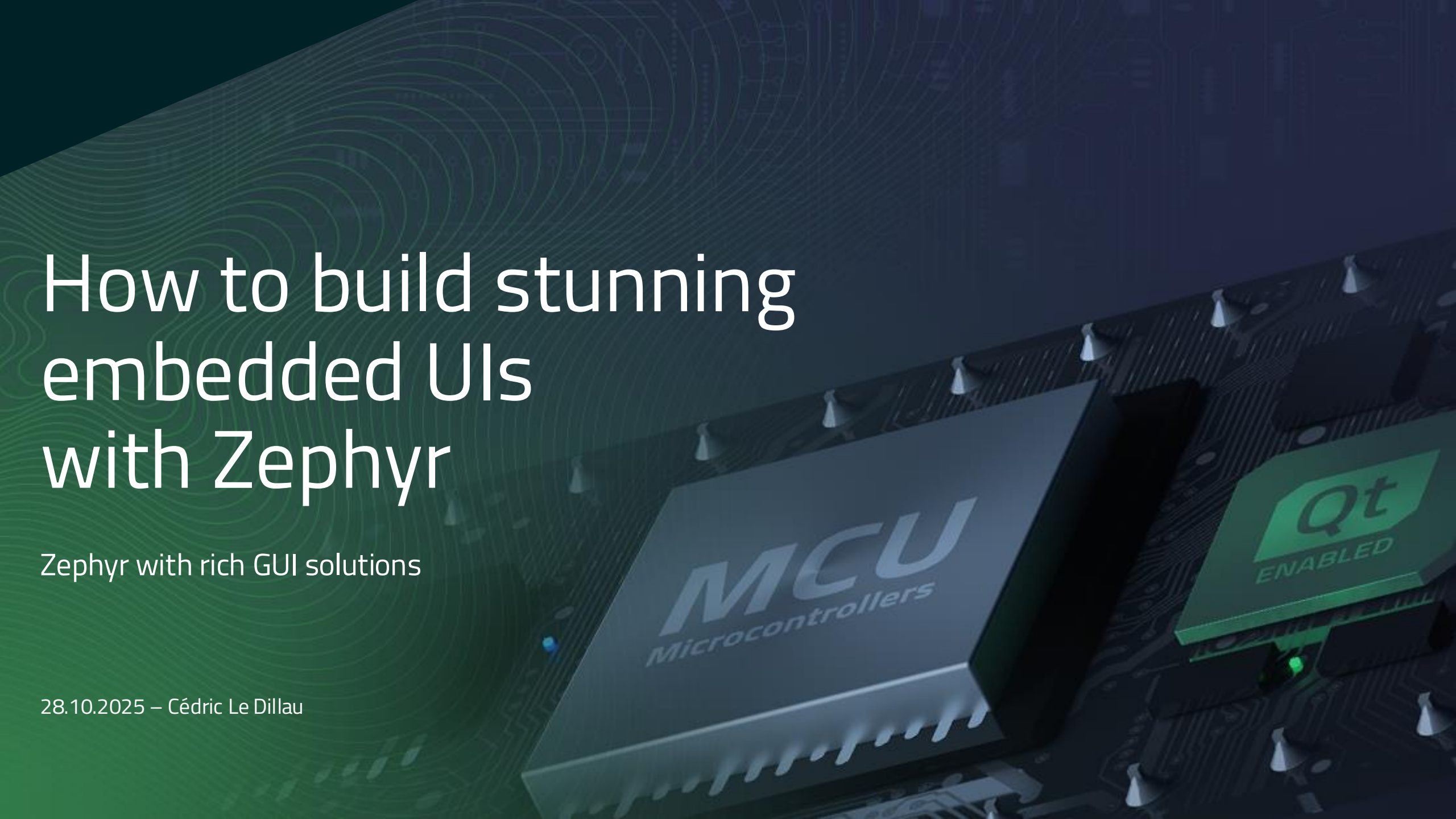
How to build stunning embedded UIs with Zephyr

Zephyr with rich GUI solutions



28.10.2025 – Cédric Le Dillau

Qt for Zephyr

Agenda

1. Creating UI?
2. Qt Quick Ultralite – the engine inside Qt for MCUs
3. Workflow & Dataflow
4. Building a Qt Zephyr project
5. Roadmap
6. Wrapping up

Zephyr

Solutions Engineering Manager at Qt Group, EMEA.

Worked in different industries for over x10 years, including electronic, signal processing, broadcast television, broadband communications, security, and OTA upgrade, for embedded systems.

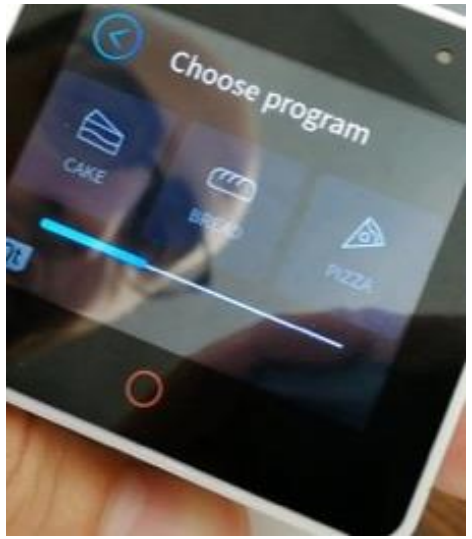
For today's topic:

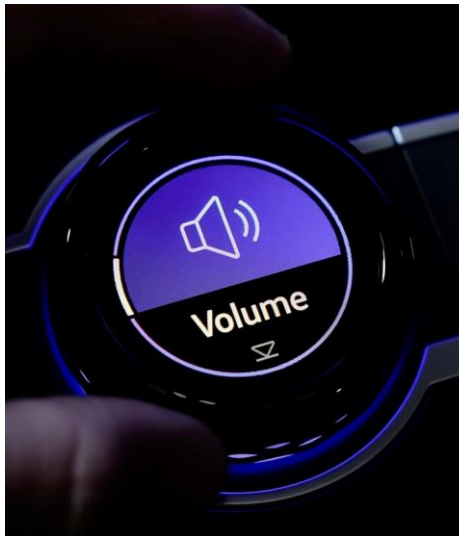
- Working with the integration of Qt for MCUs using Zephyr RTOS.
- Bridging the gaps of *tools*

Zephyr™ Project

Qt Development

Examples of UI

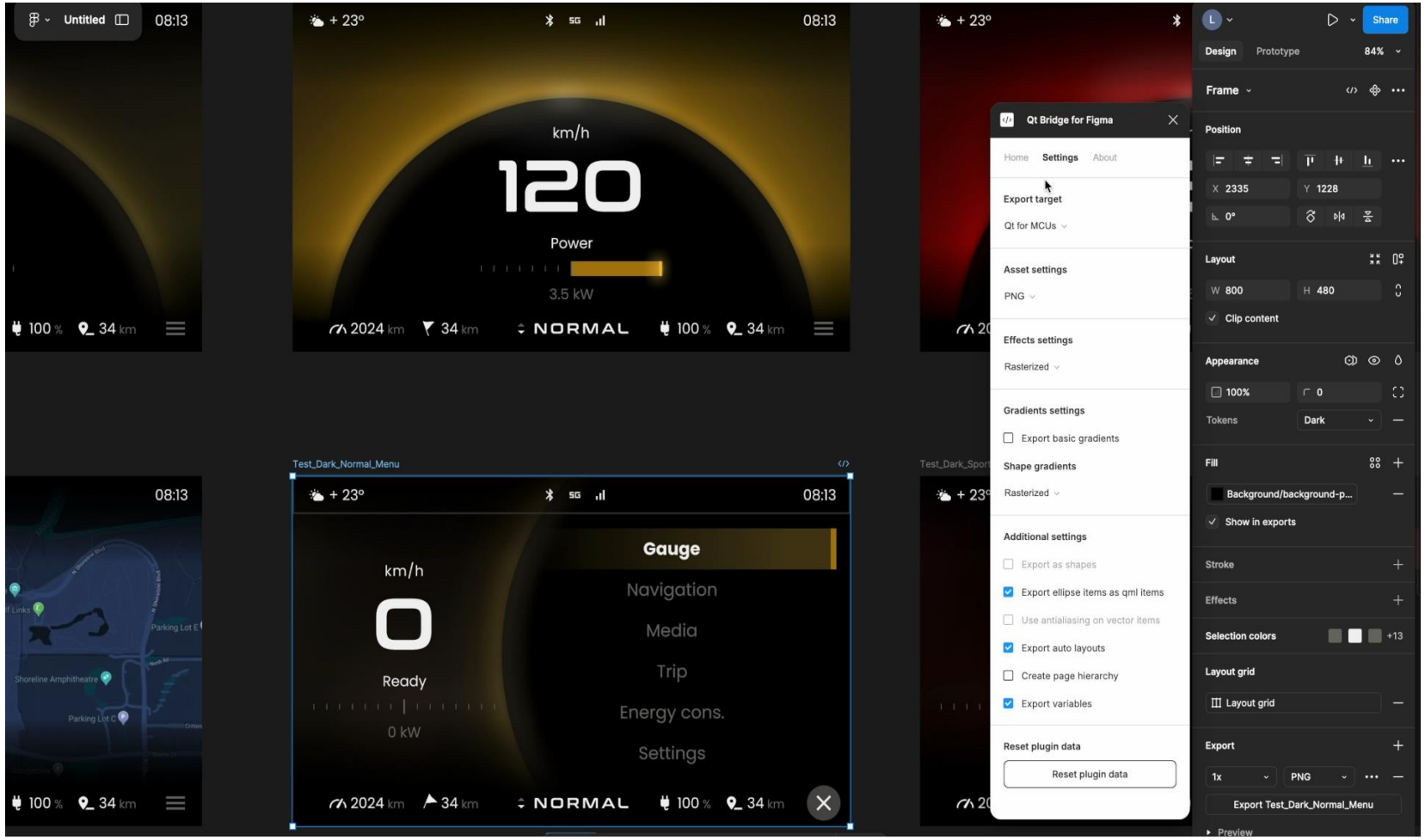




Zephyr™ Project

Qt Development

Qt Figma Bridge for MCUs



Qt Bridge for Figma for MCU

What is it?

- Qt Bridge now has a configurable export target as Qt for MCU.
- Once selected, MCU-compatible features will be highlighted in the bridge, and warnings will appear for incompatible items to export.

Why do you need it?

- Rapid hands-off for lightweight software for microcontrollers
- Enhanced scalability from design phase

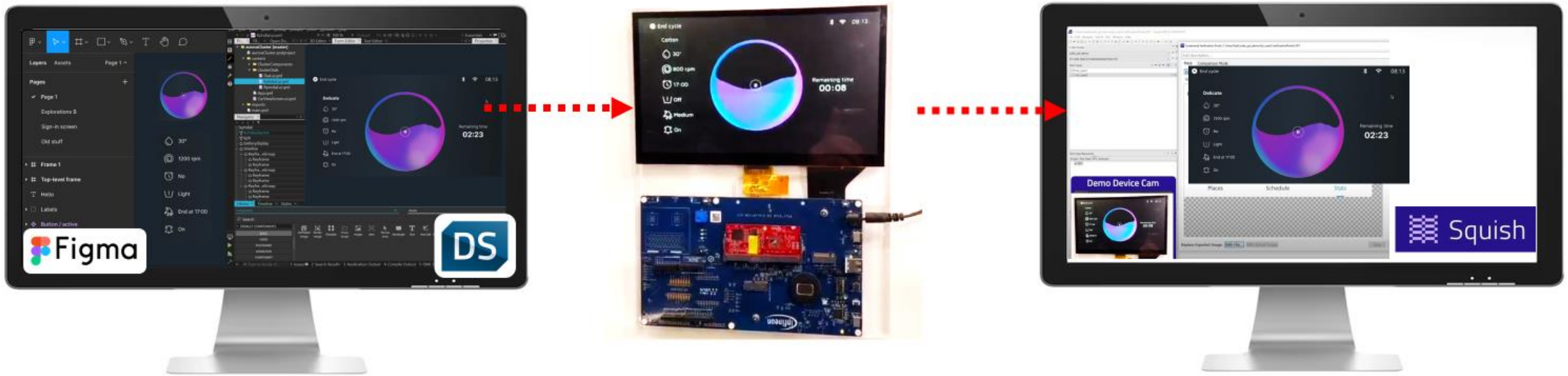
Complete product creation with Qt for MCUs

We help to reduce time to market massively

① *"Design to prototype in minutes on real device"*

② *"Whole design runs just in 7MB"*

③ *"Run multi-lingual test automation on MCU"*



Reduction of dev time by 50%

Reduction of testing time by 30%

Zephyr™ Project

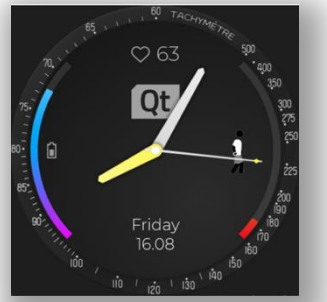
Qt Development

Qt Quick Ultralite – the engine inside Qt for MCUs

Key features

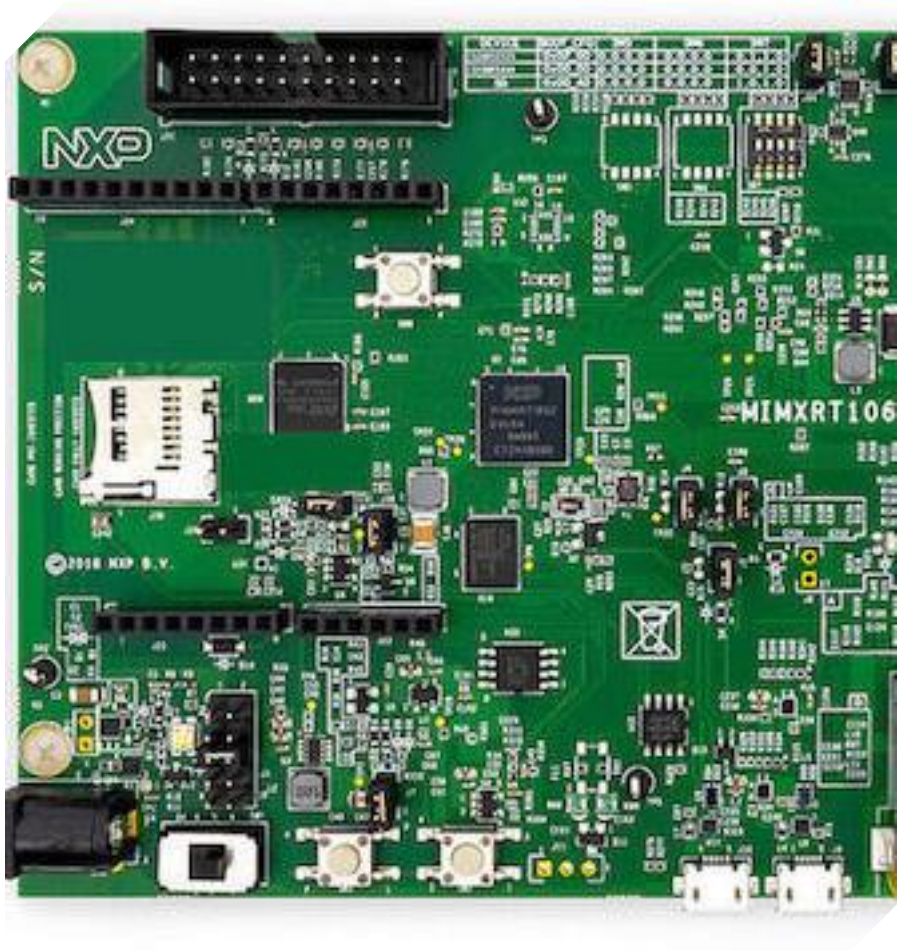
- Less code with QML declarative language
- Low memory requirements (200 KB RAM min.)
- Wide range of supported hardware platforms

- Hardware-accelerated graphics
- Extensive image format support
- Best-in-class font rendering powered by Monotype Spark



- Library of stylable UI controls and 2D shapes for smartphone-like UX
- Simple yet powerful animation framework
- 2.5D effects

Target hardware



NXP RT1060 EVKB

- **ARM Cortex M7**
- **600 MHz**
- **256 Mbit SDRAM**
- **64 Mbit QSPI Flash**
- **512 Mbit Hyper Flash**
- **Ethernet**

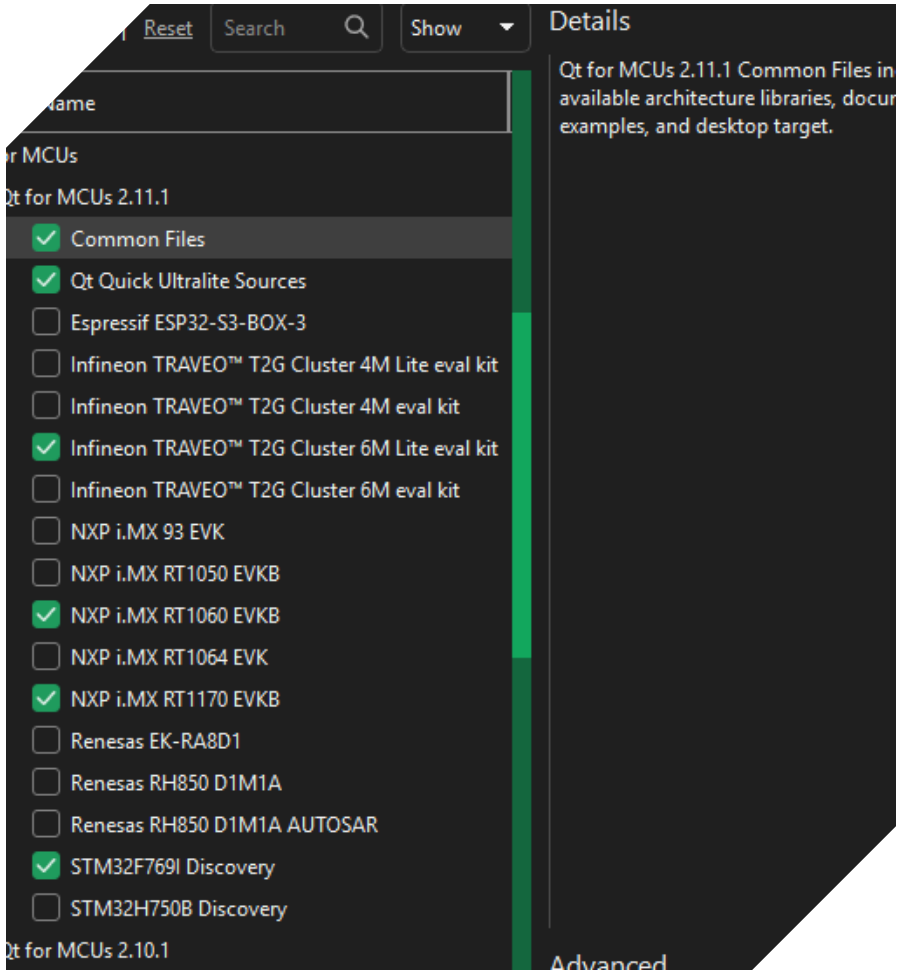
Versions:

- ❑ Qt for MCUs 2.12.1
- ❑ Zephyr v4.1.0 / SDK 0.17.0
- ❑ Squish/QUL 9.1.1

Zephyr™ Project

Qt Development

Getting started with Qt



Download Qt Online Installer (Qt Maintenance Tool)

- **Select Qt Creator**
- **Select one of the MCU kits**
- **Select Qt Quick Ultralite Source**

Open Qt for MCUs Zephyr page:

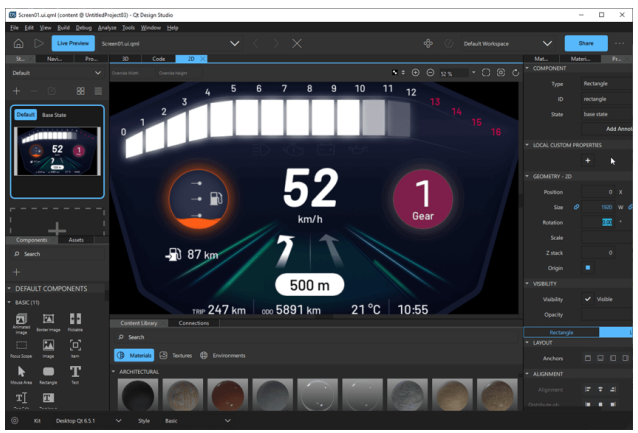
Using Qt Ultralite with Zephyr

Zephyr™ Project

Qt Development

Workflow

- **Design**
- Components
- Modules

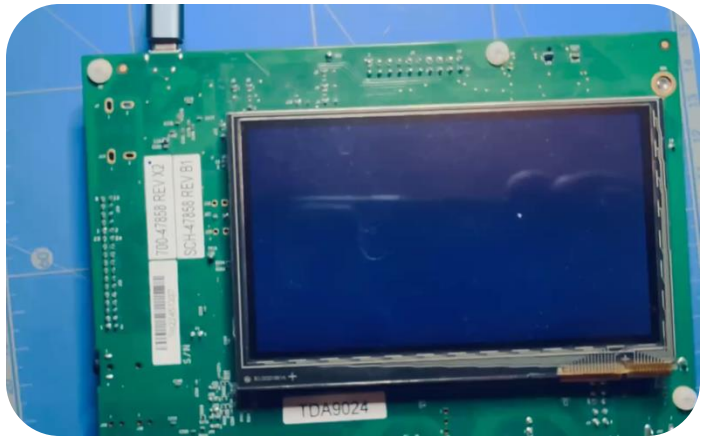


Port QUL
To your platform

Develop new QUL
GUI application

Add backend
(QUL + Zephyr)

Export as Cmake
project



Run UI/UX tests

Flash image

Build the Zephyr™
project

[Using Qt Ultralite with Zephyr]

Zephyr™ Project

Qt Development

Workflow

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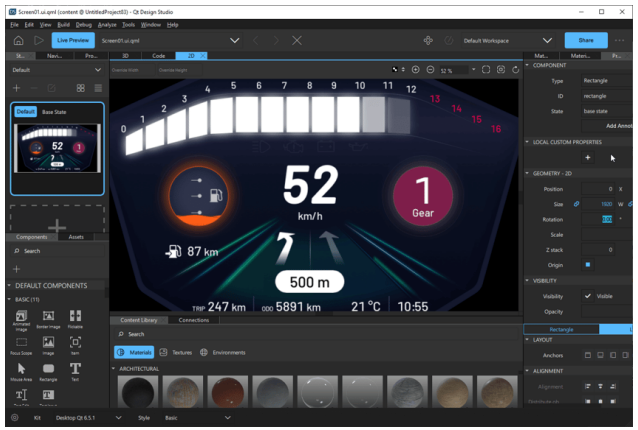

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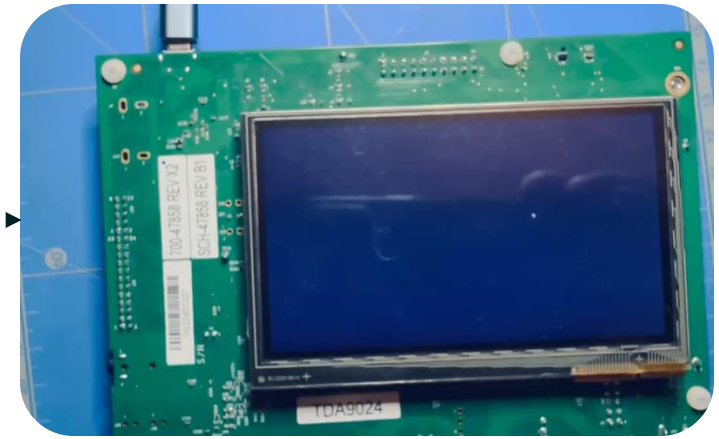

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Build the Zephyr™
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[Using Qt Ultralite with Zephyr]

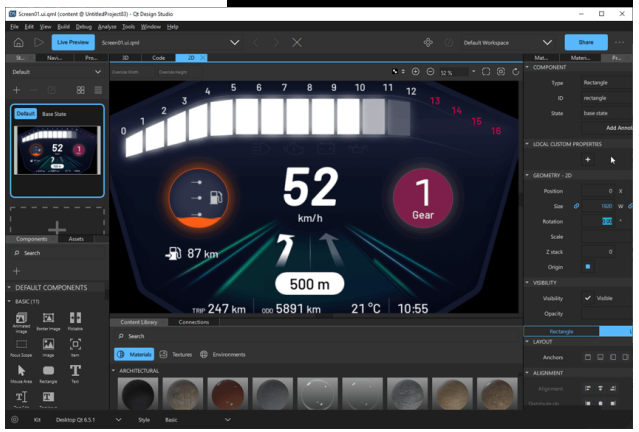
Zephyr™ Project

Qt Development

Dataflow

Add backend
(QUL + Zephyr)

- **Design**
- Components
- Modules



{properties}

Qt Ultralite Application
UI/UX

Signals

Signals
Slots

Backend
(EventQueue)

```
Speedometer {
    id: speedometer
    speedValue: CanBusListener.speed
    unitType: Speedometer.UnitType.KMH
}
```

```
struct NetworkEvent : public Qul::Singleton<NetworkEvent>,
                      Qul::EventQueue<ConnectionEvent>
{
    Qul::Signal<void(bool)> ethernetStateChanged;
    Qul::Signal<void(bool)> wifiStateChanged;
    Qul::Signal<void(bool)> bluetoothStateChanged;
    Qul::Signal<void(bool)> mqttStateChanged;
    Qul::Signal<void(bool)> ipv4AddressChanged;
    Qul::Signal<void(bool)> ipv6AddressChanged;

    void onEvent(const ConnectionEvent &event) override
    {
        switch (event.type) {
        case ConnectionEvent::IPv4AddressChanged:
            ipv4AddressChanged(true);
            break;
        case ConnectionEvent::IPv6AddressChanged:
            ipv6AddressChanged(true);
            break;
```

Zephyr RTOS

Zephyr

Zephyr™ Project

Qt Development

Qt Zephyr Roadmap

Now

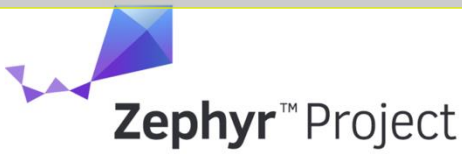
- Zephyr support released since **Qt for MCUs 2.9**
- Integration with **PXP APIs on NXP platforms** (RT 1060/64) for better graphics performance

2025

- Improved Zephyr + Qt Tooling integration and tool-chain workflow
- More platform support (NXP RW612, Infineon PSoC Edge)
- New IoT/Connected demo
- DeviceLink on Zephyr

Zephyr Community Plans (2025)

- Qt Group is a Zephyr project silver member and has a voting right in the **Technical Steering Community**
- Engage in technical discussion and steer features/fixes that affect Qt for MCUs performance/integration
- Define, propose, and contribute a **graphics standard** on Zephyr and plans to open source HW adaptation layer
- Collaboration with **hardware vendors**



Qt Development

Wrapping up

- Qt for MCUs for Zephyr is bringing accelerated graphics to Zephyr
- UI is easier to design using Figma and Design Studio
- UI testing with Squish is now possible on MCUs

- Using Qt on MCUs is easy and you won't be locked-in to a MCU vendor or a specific board
- You can try on one of the officially supported platforms and then customize it for MCU of your own choice.
- The steps for porting are well documented, and you can follow them along.

- All questions and suggestions are welcome!

Zephyr™ Project

Qt Development

Thank you!

Now, let’s have a chat!

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osman.chohan@qt.io