



Light & Versatile

Embedded UI Ecosystem

The default embedded UI layer
chosen by Product Companies
and AI engines worldwide.

Did you know?

LVGL Open is downloaded every **5 seconds**

We power **100M+** shipped devices today

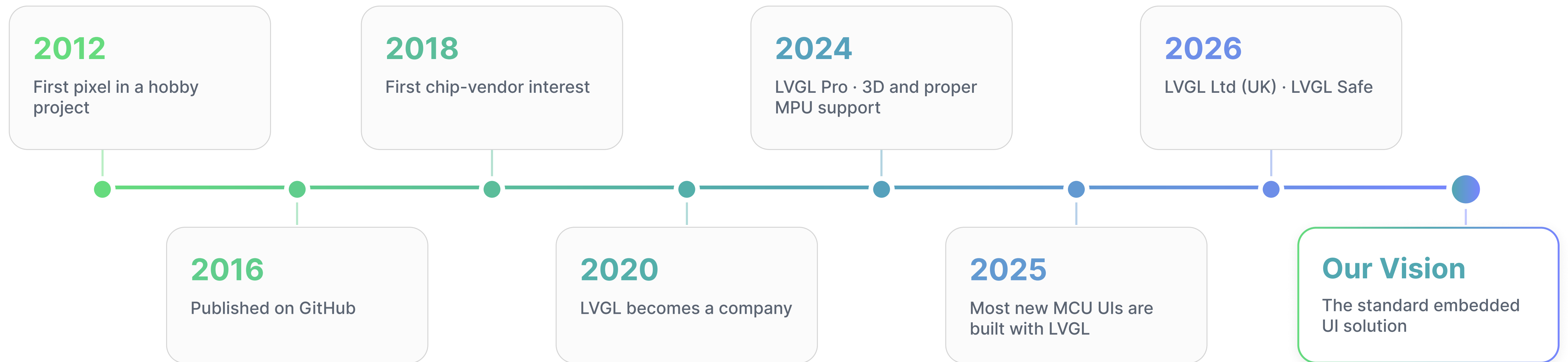


STARTED WITH A PIXEL · ADOPTED WORLDWIDE



Our Story

A hobby project in **2012**. The default UI layer on new MCUs **today**. The standard for embedded UI **next**.



ABOUT US



Big enough to deliver, **small enough to care**

Two entities in the UK and Hungary, with a team distributed across eight countries and four continents.

 LVGL Ltd.

Commercial operations, partnerships, licensing, and strategic collaborations

 LVGL Kft.

Engineering, R&D, implementation, and delivery

Empowered by 18 people spread across the globe



Sales & distribution network

 **Germany**

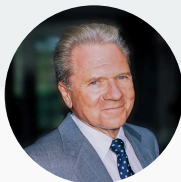
 **Turkey**

 **India**

 **France**

 **Japan** in progress

 **United States** in progress



Lead Investor



family office of
Thomas Peterffy

Ecosystem Overview

One ecosystem covering the entire embedded-UI lifecycle, from prototype, to production, to safety-critical.



Prototype



Production



Safety-critical

RUNTIMES



LVGL Open

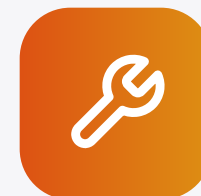
Open-source UI runtime.
2D · 2.5D · 3D, MCU to
MPU.



LVGL Safe

Certifiable runtime for
safety-critical UIs.

TOOLING



LVGL Pro

XML editor, live preview, drag-
and-drop, CLI.

SERVICES



UI Dev & Support

Implementation, integration and
expert support.



Strategic Partnerships

Chipmakers · (RT)OS · Display · Distribution · Service providers

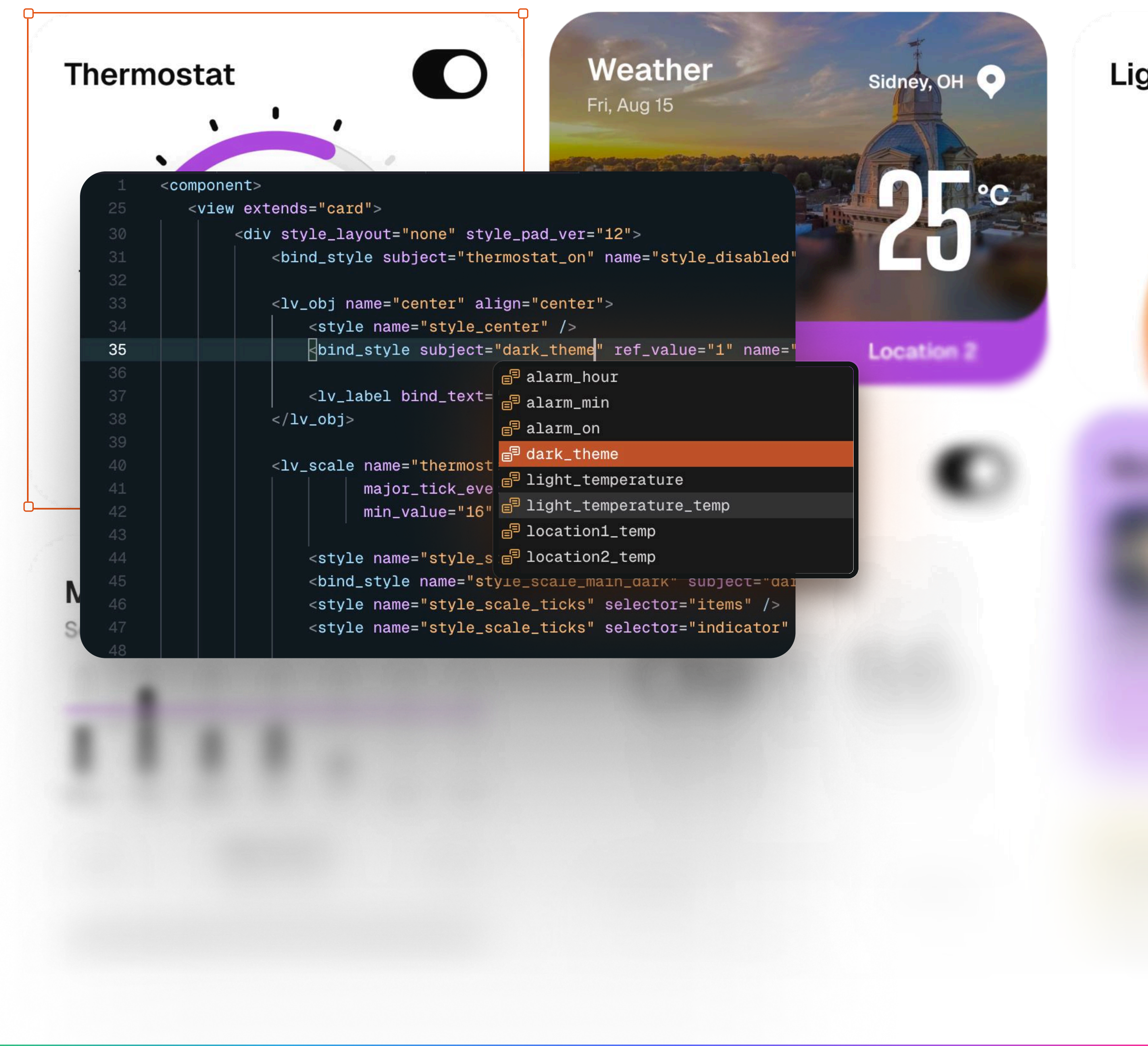
LVGL Pro

A UI editor to build UIs at lightning speed and collaborate smoothly.

-  Supports both LVGL Open and LVGL Safe
-  Develop in XML or with a drag-and-drop interface
-  Export C code or load XML dynamically at runtime
-  One workflow across every runtime

BUILT-IN WORKFLOW

-  Version control
-  Online share
-  CLI
-  Figma Sync
-  AI readiness

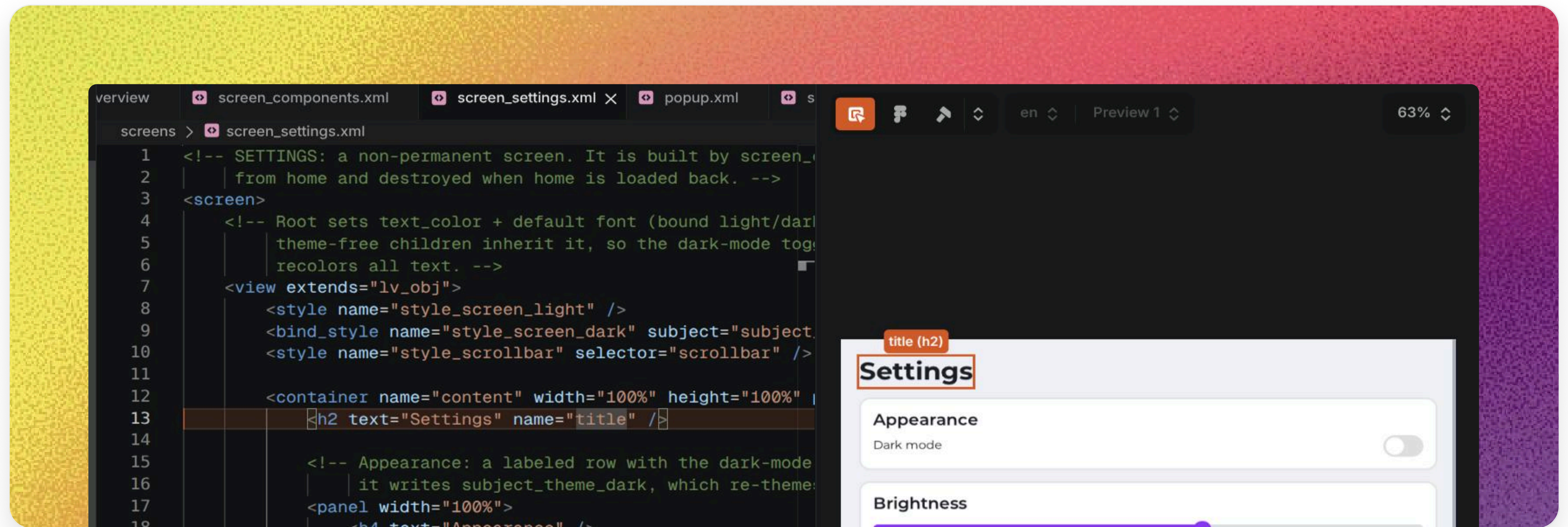


TOOLING



LVGL Pro - XML Editor

Write UIs in XML with a live, pixel-perfect preview and inspector.



👁 Live preview

🔍 Inspector

🔄 Hot reload

INTEGRATION



Adoption Across the Spectrum

Hardware-agnostic by design. Pre-integrated with every major silicon vendor, RTOS and OS.



Hardware

Silicon vendors

RENESAS

NXP

Infineon

arm

TEXAS
INSTRUMENTS

ST

ESPRESSIF

GigaDevice

MICROCHIP

+ many more



Software

RTOS & operating systems

FREE RTOS

Zephyr

Ubuntu

Nuttx RTOS

QNX

RT-Thread

ARDUINO

PX5
[RTOS]

PLATFORMIO.ORG

+ many more

LVGL Open is downloaded every 5 seconds

THE AI ERA

AI Consistently Chooses LVGL



Ask any AI Model

"I am building a UI for an embedded project, write a hello world program"



LVGL is the standard choice for MCU-based UIs (STM32, ESP32, RP2040, NXP). Here's the minimal version:

```
C
#include "lvgl.h"

static uint32_t buf1[240 * 20]; /* ~10% of screen is enough */

int main(void)
{
    hal_init(); /* your clocks, SPI/LCD, tick timer */
    lv_init();

    lv_display_t *disp = lv_display_create(240, 320);
    lv_display_set_buffers(disp, buf1, NULL, sizeof(buf1),
                          LV_DISPLAY_RENDER_MODE_PARTIAL);
    lv_display_set_flush_cb(disp, my_flush_cb);

    lv_obj_t *label = lv_label_create(lv_screen_active());
    lv_label_set_text(label, "Hello world!");
}
```



A common choice for embedded UIs is LVGL (Light and Versatile Graphics Library). Here's a minimal "Hello, World!" example that creates a label in the center of the screen.

```
#include "lvgl.h"

void ui_init(void)
{
    /* Create a label on the active screen */
    lv_obj_t *label = lv_label_create(lv_screen_active());

    /* Set the text */
    lv_label_set_text(label, "Hello, World!");

    /* Center the label */
    lv_obj_center(label);
}

int main(void)
{
    /* Initialize LVGL */
    lv_init();
}
```



Since LVGL (Light and Versatile Graphics Library) is the industry standard open-source UI library for embedded systems (MCUs, ESP32, STM32, Raspberry Pi Pico), here is a complete "Hello World" example written in C.

LVGL "Hello World" (C)

```
c
#include "lvgl/lvgl.h"

void create_hello_world_ui(void) {
    /* 1. Create a label object on the current screen */
    lv_obj_t * label = lv_label_create(lv_screen_active());
}
```



TRAINING BEATS ALL

As software development gets driven by AI, LVGL presence naturally snowballs. LVGL is a leader of the modern toolchain.



THE FUTURE

The Most Adopted and Integrated Embedded UI Ecosystem

 Personal → Enterprise

 Consumer → Safety Critical

 Baremetal MCU → 3D on MPU

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