

SmartDeviceLink (SDL) connects in-vehicle infotainment systems to applications. SDL allows automakers to provide highly integrated connected experiences and offers app developers new and exciting ways to connect with consumers.

There are many components that make up the SDL ecosystem, which is open source and available on GitHub.

## Major components



SDL Core is the software that vehicle manufacturers (0EMs) implement in their In-Vehicle-Infotainment systems to enable SDL. Integrating this component into their head unit and human machine interface (HMI) based on a set of guidelines and templates enables access to various SDL applications.





iOS , Android and Cloud based libraries are implemented by application developers into their application to enable command and control via the connected head unit. The goal is that one SDL integration will allow the application to connect to multiple OEM head units because they all use the SDL Protocol.



The optional SDL Server can be used by OEMs to update application policies and gather usage information for connected applications.

With SDL, consumers can interact with their application using common in-vehicle interfaces such as a touch screen display, embedded voice recognition, and steering wheel controls.

For a more in-depth technical overview of the SmartDeviceLink project and its components, download the About SDL White Paper

## SmartDeviceLink Consortium

SDL is governed by the SmartDeviceLink Consortium (SDLC), an open source community made up of 0EMs, suppliers, and application developers, focused on making SDL the industry standard for in-vehicle application connectivity. View the Official Members of the SDLC here.

Have an idea for a new SDL feature? Submit a proposal in the SDL Evolution repository on GitHub. Check out the SDL Evolution Process Doc for more information before getting started.



Have questions? Join the conversation and chat in the SDL Slack channels Slack community.