

New Development Environment for Embedded Systems



GAIO Native Compiled Simulator for Real-time Embedded Systems

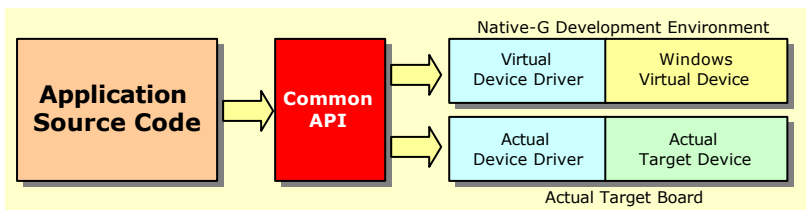
Native-G

Native-G is the new development environment for embedded systems that doesn't need the actual target board. It has the native compiled micro-ITRON simulator and you can design and debug real-time embedded software with just one PC.

Native-G provides you a framework to create virtual devices such as LCDs or buttons on your PC. Your software will be compiled as a windows application and perform high-speed simulation.

The common API layer hides difference of devices. You can port your application source code from Native-G to actual target board by simply changing the device drives.

Native-G : Target-less Development Framework



Features

MS-Visual C++ based development environment for embedded systems.

Provides Target-less embedded development framework using MFC libraries.

Easy to create virtual devices on your PC and available for system debugging.

Available to design and debug ROMable source code.

Performs high-speed real-time system simulation by native compiled micro-ITRON simulator.

Supports multi-task debugging with "Task State Watcher".

Host Platform Support

OS: Windows 2000 / NT4.0 SP4 recommended
Windows 95/98 available
Microsoft Visual C++ 6.0 Professional Edition

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