

Nucleus PC — Development Environment

- Use With Nucleus RTX and Nucleus PLUS
- Interface Identical to Nucleus RTX
- Test Software Using PC Software Tools (Borland C/C++ and Microsoft C/C++)
- Recompile With Intel i960® Processor Dependent Files For Target System
- Use DOS Services For I/O

Nucleus PC is a version of Nucleus RTX and Nucleus PLUS that runs in cooperation with MS-DOS. Standard PC equipment is accessed via MS-DOS or BIOS service calls. In many cases, Nucleus handles the non-reentrant nature of MS-DOS transparently to the developer.

With Nucleus PC, applications may be written and debugged within the familiar environment of the IBM-PC. This allows developers to complete a large portion of their engineering effort without concern for monitors or emulators. In addition they can use standard, inexpensive, off-the-shelf compiler, assembler, and debug tools, thus reducing development system tool costs.

With Nucleus PC, the developer designs and codes software that is not dependent on the Intel i960 architecture. That code is then independently tested on an IBM-PC compatible computer. Once tested, the developer simply compiles the software under any available i960 processor toolset and downloads the resultant program to his target for integration into the i960 processor hardware environment.

Nucleus PC provides the full multitasking capabilities of Nucleus RTX. It is supplied in binary form and is licensed on a per-project basis. As well as being delivered with complete source code and without royalties, Nucleus is provided with six months free technical support. This includes: phone, fax, BBS, e-mail and new releases. For more information, contact Accelerated Technology today.



HOST SYSTEMS SUPPORTED:
No Restrictions

PROCESSORS SUPPORTED:
i960 Kx, Sx, Cx, Jx Processors

AVAILABILITY:
Now

CONTACT:

Jamie Little

Vice President of Sales

Accelerated Technology, Inc.

P.O. Box 850245

Mobile, AL 36685

Phone: (334) 661-5770

(800) 468-NUKE

FAX: (334) 661-5788

BBS: (334) 602-0463

For international contacts see Appendix B.

