# Universal Embedded Systems Debugger

- Source Level Debugging
- Assembly Level Debugging
- Multi-Target and Multi-Tasking Debugging
- Runs on PC and UNIX Based Hosts
- Runs Under Windows 3.1 and Motif
- Intuitive and Powerful GUI Based User Interface
- User Definable Toolbars
- Compatible with Most Popular Compilers and Assemblers
- Flexible Host to Target Connectivity
- Supports Intel MON960 Monitor and UMON
- Compilers & Tools Supported for i960® Processor Development:
  - Intel
  - GNU
  - Cygnus
  - Microtec Research
  - Green Hills
  - Archelon

UDB is a universal source code level debugger for remote target debugging of single and multi-target embedded systems.

Universal: UDB supports a wide range of processor architectures, supports most compiler toolsets, runs on multiple host platforms, and has a flexible I/O mechanism that allows the host and target to be connected via any desired communications link. Such capabilities provide the developer assurance of being able to use the same debugger for future projects.

Tool Independence: UDB provides the developer with a debugger that supports compilers from a wide range of vendors. Now you can use the compiler that best meets the projects requirements but maintain productivity by using UDB, and not be forced to change debuggers.

Multi-Target: A larger percentage of today's projects involve multi-target hardware as compared to previous years. UDB is the only embedded systems debugger that was designed from scratch to support both single and multi-target debugging. UDB allows each window of its multi-window GUI interface to be independently bound to a different target. As such, debugging a multi-target embedded
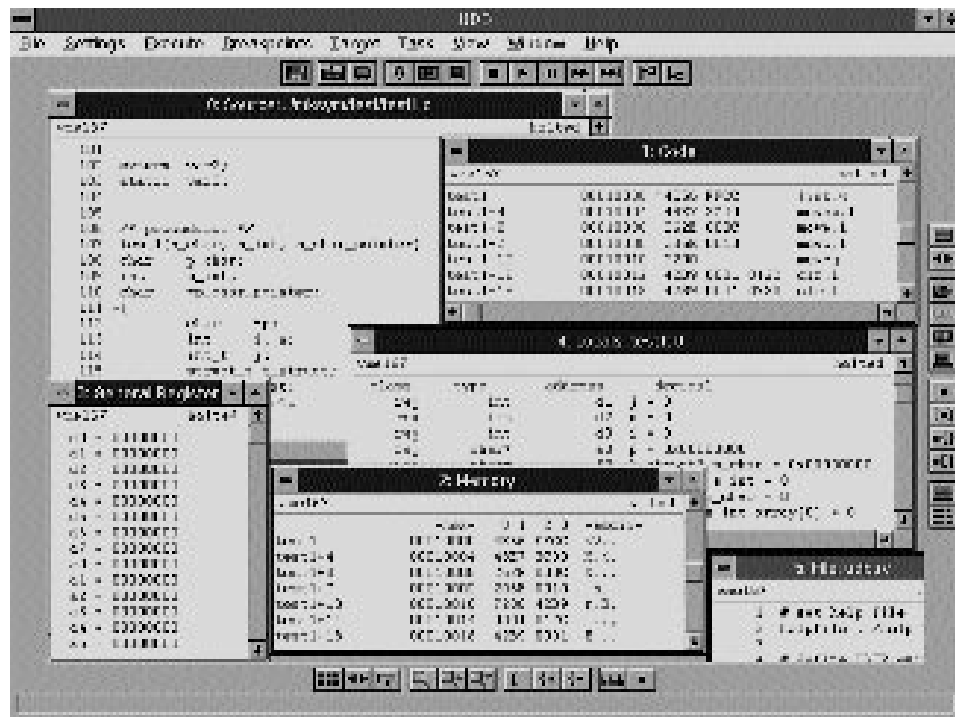
system is just as easy as debugging a single target embedded system.

GUI Interface: UDB has the look and feel of each native environment it supports. UDB is delivered as a "true" Windows* application and a "true" Motif application. Interaction with UDB is through resizable windows, context sensitive user programmable toolbars, menus and dialog boxes. There is no need to learn a command line interface for interactive usage. Individual windows can display source code, disassembled code, memory, C variables, processor registers, files and log event messages.

HOST SYSTEMS SUPPORTED:
PC/Windows, Sun SPARC, HP PA-RISC

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

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