

Embedded Development Environment for ARM® / Cortex® Microcontrollers

WILLERT.
pioneers in embedded software engineering

ARM® Architektur

The ARM Architecture is a core design for a 32 bit microprocessor family based on the RISC concept. The ARM design was initiated as development project in 1983 by the English computer manufacturers Acorn Computers Ltd.

Ever since, its success has been unstoppable. Today, ARM is one of the most widely used architectures, with ARM selling the related licenses. Meanwhile, more than 30 chip manufacturers have licensed ARM, for example, embedded chip manufacturers like NXP, Infineon, Freescale, Atmel, Analog Devices, NEC, STMicroelectronics, ...

Cortex

The new Cortex architecture features major improvements in interrupt processing and the JTAG debugger interface, substantially widening the range of possible applications in embedded system design.

 LUMINARY MICRO™

 Cortex™

One Stop Shopping from Requirements Engineering Tools to HLL-Debuggers

For more than 15 years now, Willert Software Tools have been true to their corporate philosophy. We have implemented the concept of an integrated, scalable development environment also for the successful ARM architecture.

WST Embedded ARM Studio™ contains all tools required for the design and implementation of your software on an ARM based target. From the wide range of tools for the different phases of a software development process, the most successful ones are integrated in **WST Embedded ARM Studio™** in two variants.

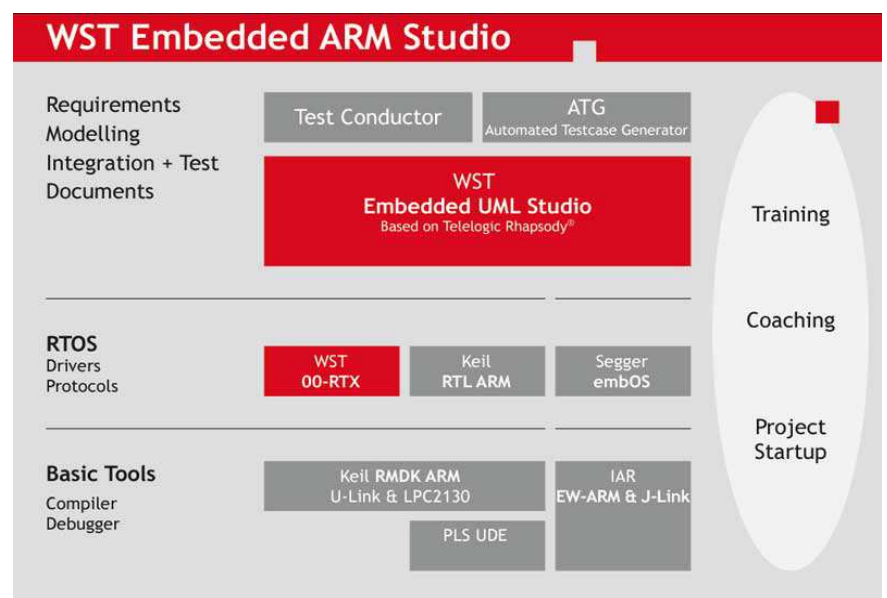
Based on the basic tools from companies Keil/ARM or IAR, users are provided with a development environment that is tailored to their project requirements.

This environment implements products from renowned partners like Segger, CMX RTX, Telelogic or OSC embedded systems.

Whether you use only basic tools, or even an RTOS or UML modeling tool for more complex applications, you benefit from our popular standard trainings as well as customized training, coaching or project start-up support.

WST Embedded ARM Studio™ can moreover be extended for specific applications, for example, with the debugger UDE from pls for specific target access, for service or diagnostic tasks or quality assurance through static analyzers like PC-Lint, test tools, or many more.

We will be happy to help you find the most suitable variant of WST Embedded ARM Studio for your needs.



There are three solution variants for the efficient use of WST Embedded ARM Studio:

Small projects with less demanding complexity requirements and a size that is manageable for individual developers:

Basic tools consisting of compilers, debuggers and integrated work bench from Keil or IAR.

Users without experience in using the ARM architecture can get started more efficiently based on our 1-2 days training.

Medium-sized projects that integrate complex drivers (USB, TCP/IP, CAN, graphic libraries etc.) for which multitasking and deterministic behavior as well as file management are required, ...

It is recommended to design an extendable and changeable runtime architecture as core of the application and as basis for efficient software engineering within your team.

An RTOS makes it very easy to change from a procedural to an object oriented architecture that fulfils the stringent demands on embedded applications.

Large development projects that require a) long-term maintenance, further development and reusability of software; b) error-free architectural design to fulfill safety critical requirements; c) maximum quality and transparency of the development process, ...

Our UML solution Embedded UML Studio™ is a state-of-the-art software development environment (along IEC 61508). It covers all phases of a software project, from requirements engineering and design to automatic code generation, powerful test and analysis functionality, easy integration in existing software down to automatic documentation generation - all in an integrated development environment.

Development projects benefit from:

- Efficient teamwork and enhanced productivity
- Budget-friendly software reusability
- Long-term maintenance and further development
- Rapid prototyping and short Time-to-Market
- Short training times for new team members
- Simplified software certifiability
- Consistent transparency throughout the company and for customers

Robustness - understandability - changeability - maintainability - reusability

Users of WST Embedded ARM Studio have confirmed that the exponential increase in complexity of today's software projects can only be mastered with sophisticated modeling methods.

Profile:

- 12 month support and update for all tools
- RTOS and libraries normally with source code (no royalties)

The following is required for successfully using the product:

- Experience in using ,C' for embedded systems (proficient use of compiler/linker)
- Suitable knowledge of the target platform (,C' start-up configuration, memory mapping)
- Experience in using an RTOS and the OO architectural design. Our start-up trainings offer the perfect basis for you to proficiently use all related tools



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