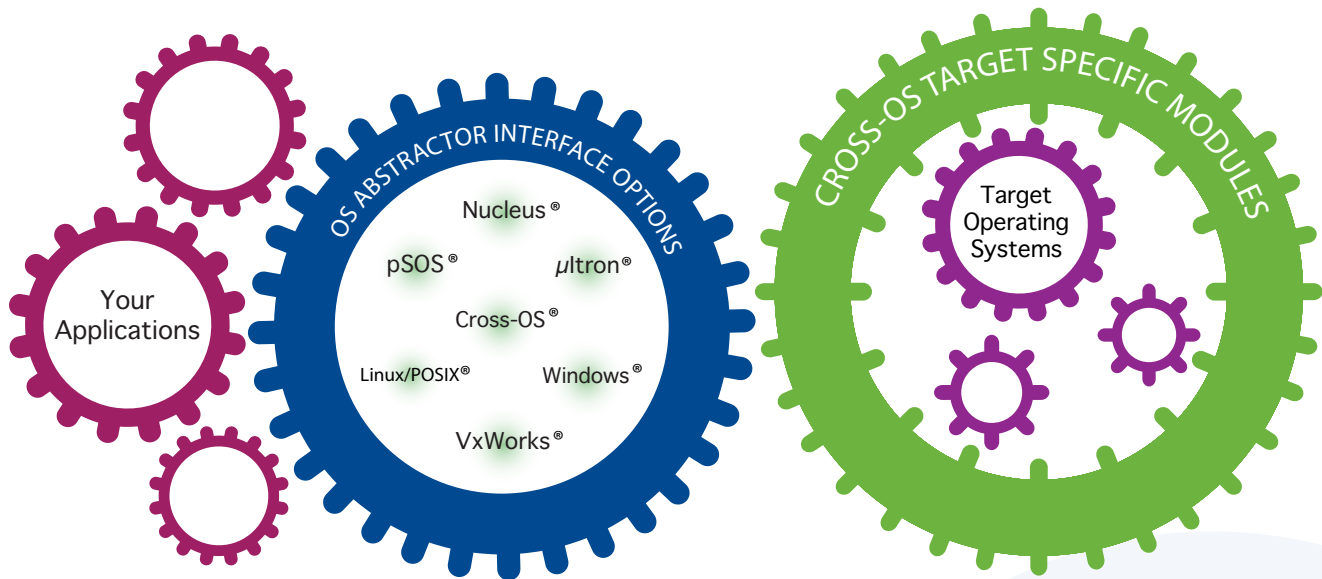


OS Abtractor is a C/C++ source-level virtualization technology that provides a flexible and robust real-time application development framework, which prevents your software from being locked to a specific operating system (OS) or version. This negates future porting issues because your software will support multiple operating systems and versions from the beginning. It also eliminates the risk associated with the OS selection process, since the same application can be tested on multiple platforms for comparison and won't be tied to the chosen OS.

There are two components in the OS Abtractor Cross-OS Development Platform: an OS Abtractor Interface and a Cross-OS Target Specific Module. The OS Abtractor Interface provides the API to use for developing your portable application. Interface options include Cross-OS from Mapusoft, Linux/POSIX, VxWorks, Windows, pSOS, Nucleus and μ ltron. In addition, developers can choose multiple Interfaces for use within the same application and existing applications can connect to the appropriate Interface for re-hosting on a different OS. The Cross-OS Target Specific Module (specific to each target OS) provides the connection to your target operating system(s).



Development Interfaces and Supported Target OS

Below are the OS Abtractor Interfaces available for installation on either Windows or Linux host platforms:

Cross-OS™ Interface from Mapusoft	pSOS® Interface
Linux®/POSIX Interface	μITRON® Interface
Nucleus® Interface	Windows® Interface
VxWorks® Interface	

Below are the target operating systems supported by the OS Abtractor Cross-OS Development Platform:

Android®	NetBSD®	T-Kernel®
Linux® 2.4/2.6	Nucleus®	μC/OS III®
LynxOS®	QNX® Neutrino® RTOS	Unix®
LynxOS-SE®	RT Linux®	VxWorks® 6x/5x
μltron®	Solaris®	Windows® XP/Vista/7/CE
MQX®	ThreadX®	



FREEDOM

Don't confine your code to one platform



PROTECTION

Protect software investment



STABILITY

Robust and optimized platform

Why OS Abtractor Cross-OS Development Platform?

It is fundamentally important to protect your software investment, reduce development cost and shorten time to market. Having your software closely tied to a specific OS vendor's solution means that your software investment is locked with a specific vendor, making it costly to change. In addition, to develop an in-house OS abstraction that supports multiple operating systems requires considerable planning, development and extensive upfront testing on various systems. It also requires ongoing code maintenance as you upgrade or change your OS, which takes the focus away from developing your products. The OS Abtractor Cross-OS Development Platform is an effective and economical alternative.

OS Abtractor Cross-OS Development Platform Benefits

- Negates future porting issues to make changing your OS an easy, simple and efficient task
- Enhances the robustness and performance of your application with advanced real-time features
- Offers a selection of OS Abstraction Interface options to choose from so you don't have to change your currently preferred development API
- Offers support for a wide variety of target and host OS platforms
- Avoids having to shift focus from the organization's core competencies to porting work, allowing for increased software productivity and interoperability
- Reduces the learning curve of a new OS and the code maintenance required to support multiple operating systems and versions
- Makes the concept of code re-use easier to adopt through the use of one standard interface for development across multiple OS platforms
- Can be quickly extended to support your proprietary OS or to add support for a new commercial OS
- Ensures that the fundamental OS resources behave the same across multiple operating systems
- Allows host based development to avoid waiting for the target tools and hardware