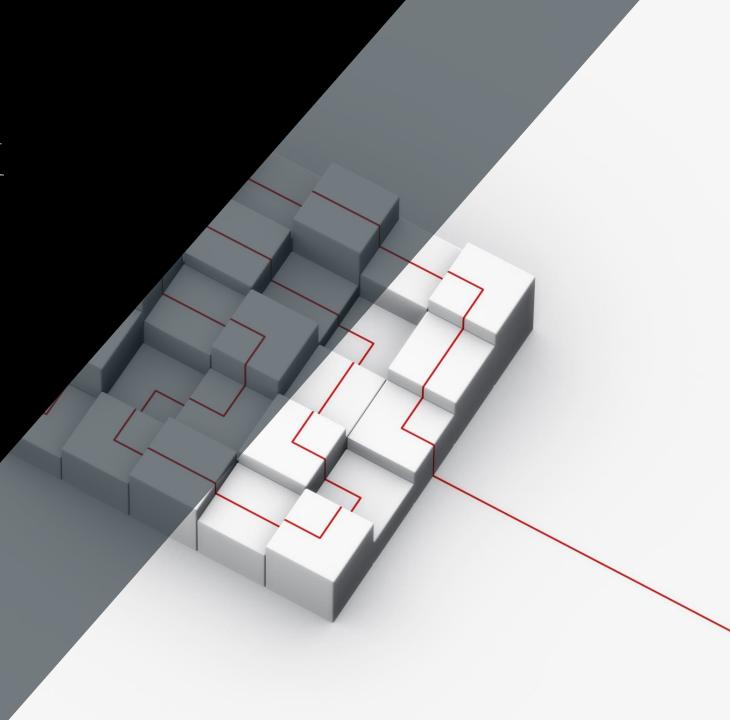


Introduction to VRTX

- Developed by Mentor Graphics
- suitable for both traditional board– based embedded systems and system on a chip (SoC) architectures
- Real Time Operating System
- Runs in Z8002, i8086, i80186, ARM, MIPS, PowerPC, SPARC, RISC, M68K, AMD29K, i960, M88K, i860, i80386, CPU32, StrongARM platforms



## Current uses



Hubble Space Telescope



Wide Area Augmentation System



First Operating system ported to AMD Am29000



Core of the Motorola proprietary P2K Operating System

## Product Highlights

Premier multitasking development tools reduce time-to-market Proven technology provides a solid foundation for your application

Deterministic, preemptive multitasking kernels deliver industry-leading performance Scalable solutions maximize your flexibility in making performance, functionality, and size tradeoffs

MMU support enhances reliability and optimizes performance through fine-grain cache control Standard POSIX interfaces provide familiar, intuitive APIs and ease host-based prototyping

18-year track record of upward compatibility preserves investment in existing code