



Software Product Overview

Simulation/CASE

DSP Development

Instrumentation

REAL-TIME DSP

SIMULATION/CASE

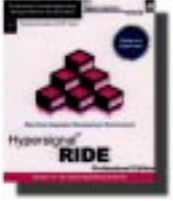
IMAGE PROCESSING

VIRTUAL INSTRUMENTATION

DSP DEVELOPMENT

PARALLEL PROCESSING

HYPERSIGNAL RIDE

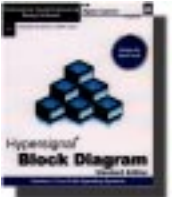


Hyperception's Real-time Integrated Development Environment (RIDE) is a visual environment optimized for the design, implementation, and analysis of **real-time DSP algorithms and systems**. The power of this environment lies in its visual nature and support for industry-standard plug-in DSP boards. The end-user can create real-time applications which run directly on the DSP/Acquisition boards; the DSP object code can also be exported to a standard COFF object file for embedded DSP applications.

Editions: Standard Professional Enterprise

Real-time DSP Development using off-the-shelf industry standard DSP boards - ISA, PCI, PCMCIA, and RS-232 based DSP Acquisition boards

HYPERSIGNAL BLOCK DIAGRAM



Hypersignal Block Diagram provides a graphical design environment that allows virtually limitless types of simulations and data analysis to be performed. Complex DSP and control algorithms, math intensive applications, signal/waveform analysis, and many general engineering applications can be visually programmed with this powerful tool. No DSP board is required, as all of the processing is done by the PC. This product is based on an **open software architecture** and is easily extended using a standard C Compiler (i.e. Microsoft Visual C/C++), and is efficient enough for limited real-time processing!

Editions: Standard Professional Enterprise

Simulation and systems modeling, control systems, communications systems, etc. Includes Filter Design and supports limited real-time with sound cards, etc.

HYPERSIGNAL IMPRO LAB



Hypersignal ImPro Lab provides a powerful setting to create image processing systems, analyze image data, and perform many types of image processing experiments. ImPro Lab has an extensive set of image processing functions to implement image algorithms. **Standard low-cost video capture cards are directly supported.** Many PCI-based capture boards, parallel printer port image capture devices, and USB port video devices are supported. ImPro Lab supports a number of file types (bitmap, raw image, and AVI multimedia files) to ensure existing image files can be used, processed and interchanged.

Editions: Standard Professional Enterprise

Image processing using graphical programming; supports low-cost standard PC-based video capture cards for real-time imaging

HYPERSIGNAL VIDSP SUITE



Hyperception's VIDSP Suite of virtual instruments provides a set of **low-cost dedicated instruments** for the engineering professional. This product, along with a standard PC and an appropriate Acquisition card, (i.e. sound card or a supported DSP board) outfits the user with powerful instruments for test and measurement applications. The Standard Edition includes a Function Generator, a Digital Oscilloscope, and a Spectrum Analyzer, while the Professional Edition adds a Dynamic Signal Analyzer and a Speech Spectrum Analyzer to the package.

Editions: Standard Professional Enterprise

Set of dedicated virtual instruments for use with standards PC-based sound cards, virtual network use (academic applications), or DSP/Acquisition boards

HYPERSIGNAL VIDSP STUDIO



A **low-cost programmable environment** for Virtual Instrumentation and Data Acquisition. The VIDSP Studio Standard Edition is an easy-to-use software package for creating virtual instrument applications quickly within the environment. The VIDSP Studio Professional Edition is an enhanced version of VIDSP Studio, and includes the Application Builder for creating stand-alone Windows 95/98/NT run-time applications.

Editions: Standard Professional Enterprise

Low-cost tool to create virtual instrument applications; supports acquisition only cards (up to 10MHz) and standard PC-based sound cards, etc.

HYPERSIGNAL OORVL DSP GRAPHICAL COMPILER



The OORVL DSP Compiler can be thought of as a "**Graphical DSP Compiler**", able to create a DSP Algorithm from a graphical design, or block diagram approach. Using component-based functions, this graphical design is then turned into DSP object code directly within the environment - no C Compiler required. The capability of generating DSP Object Files allows dramatic mantime savings on many DSP applications.

Editions: Standard Professional Enterprise

Graphical Compiler for DSP Development. Can work together with standard C Compilers; supports direct object code generation from visual design

PEGASUS PARALLEL PROCESSING SYSTEM



This package allows for **easy parallel processing applications** using multiple DSP's. The Texas Instruments TMS320C4x and Analog Devices ADSP2106x (SHARC) processor are supported, with support for virtually every industry standard DSP/Acquisition board available for your development platform, including PC-based, as well as VME-based hardware. This tool includes Hypersignal Block Diagram with the automatic ANSI C Source Code Generator, the DSPArcher, and 3L Parallel C, to allow a graphical method of design for multiple processor systems.

Editions: Standard Professional Enterprise

Parallel processing system which leverages Block Diagram, the ANSI C source code generator, and 3L Parallel C to simplify multi-processing system development